



Milestone Details



*Skip The
Rock*

GROUP 7 - MILESTONE 4

PROTOTYPE

LOKESH KUMAR S
NIXON NELSON

AGENDA

GAME DESCRIPTION



WIREFRAME

IDEATION



SCREEN LAYOUT

ASSET LIST



BUILD SETTING

COLOUR PALLET



CAMERA PERSPECTIVE

CONTROLS

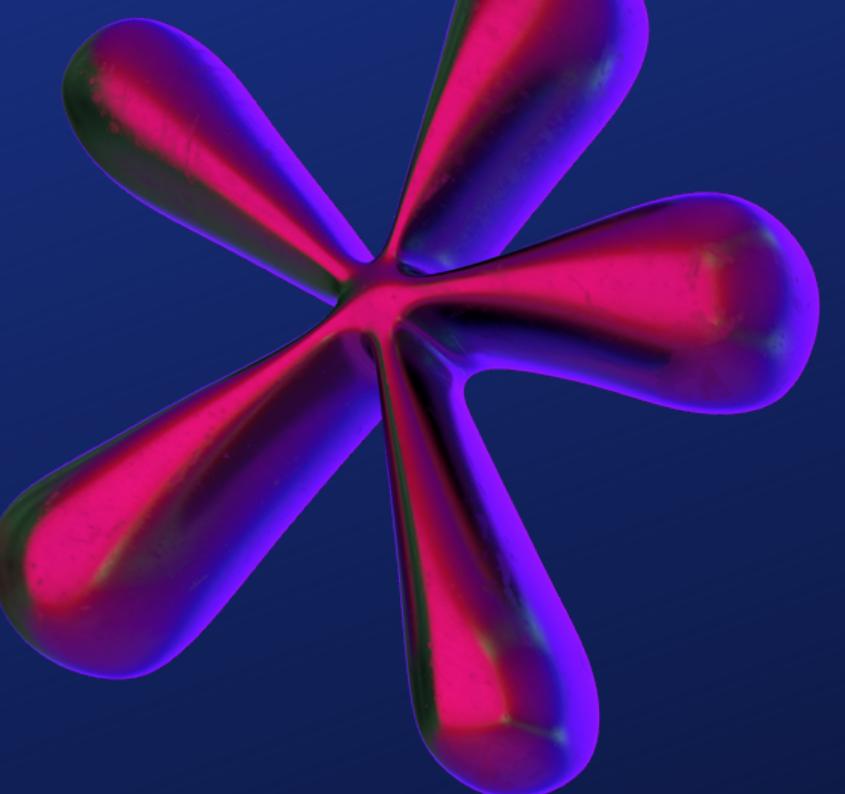


SCORE SETTINGS

INTEGRATION



CHALLENGES FACED



GAME DESCRIPTION

How this game works

Brief

1

- The player will have to skip the rock through a lake, as the rock goes farther it hits different objects gaining points for the player .

GENRE

2

- Genre: Hypercasual, Arcade (12 % market share)
- Objective: The player has to throw the rock as far as possible and it should skip on as many objects as possible.

Levels

3

- The game will have multiple levels where the difficulty range will vary with the objectives.
- The levels will include number of objects hit/ distance of the rock/ number of skips/ boss level etc.

Details

4

- Orientation: Portrait
- Monetization: Free to play shows ads in game. Free power ups and buy different power ups using different categories of objects.eg frogs , trees and posts ,etc.



GAME DESCRIPTION

How this game works

ASSETS

1

- THE PLAYER
- AVTARS
- STONES
- OBJECTS-
- FISHES/FROG/

MECHANICS

2

- MVP: Power meter and rock movement.
- Oscillating power meter
- Throwing action of the player.
- Rock skipping on objects.
- Power ups vary in every level, ex: No of rocks/ double points/ life meter.
- Velocity increase in on certain objects.

WOW Moments

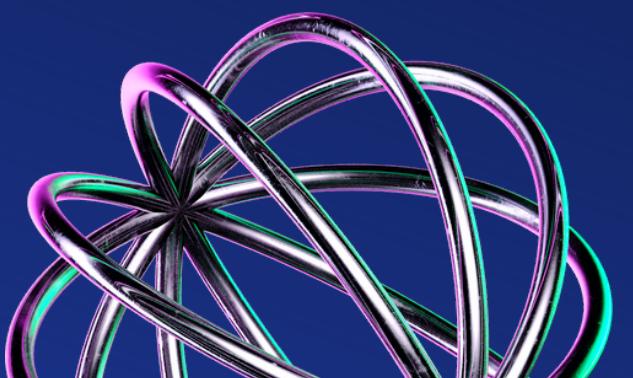
3

- On level completion the objects cheer for the player.
- If the rock skips on same object multiple times the rock gains additional velocity.

Future Scope

4

- Ads:
- Menu ads
- Power up ads
- Different modes.
- Additional power ups.
- Characteristics to the rock.



IDEATION

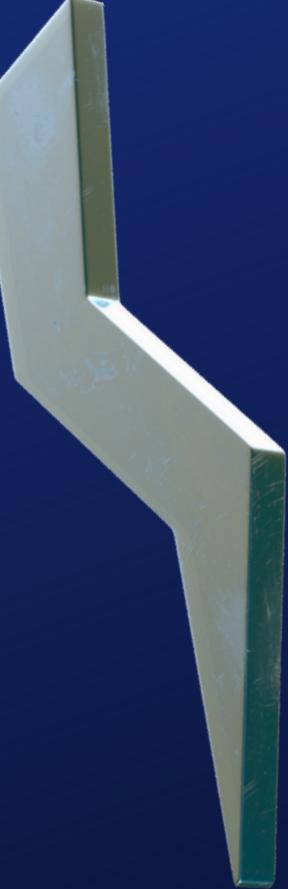
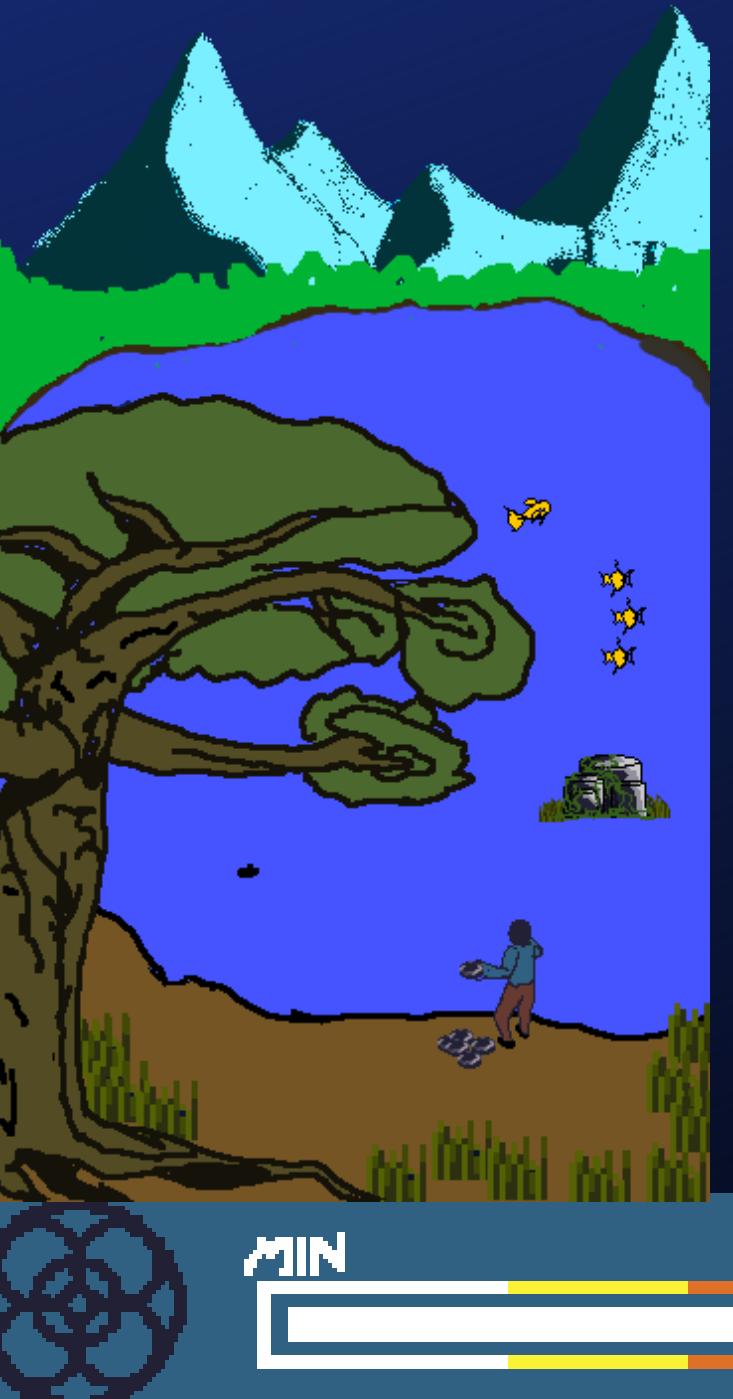


An glimpse of the game set up.

Viewing of the game can have multiple camera angles.

Game concepts and levels can be added as required.

The game can be designed for future concepts to be added.



ASSETS



FISHES



FROGS

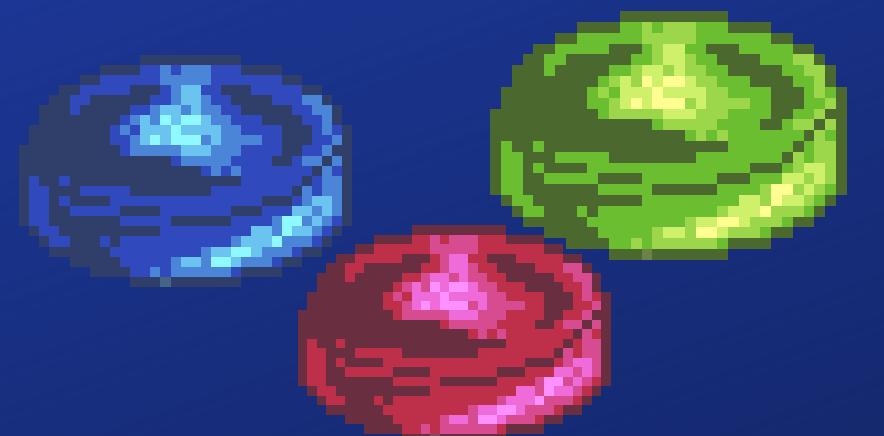


ROCK
SET



ROCK
SET

ASSETS



STONES



PLAYER



GLOVES/HAND
GRIPS



COLOUR PALLET

DIFFERENT SHADES USED IN DESIGN CREATION

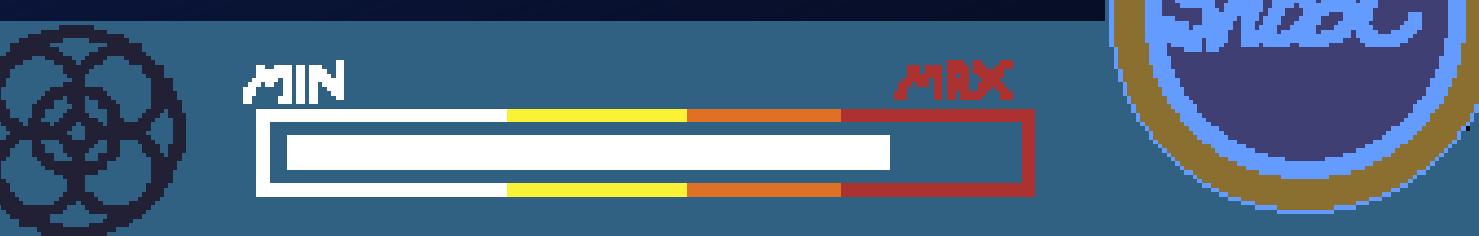


CONTROLS



Tap on the power meter to decide the power of the throw, left or right to change the direction of the throw.

Hit the shoot button to release the stone.



INTEGRATION

Canva link: [Draft Wireframe](#)

Figma link: [Wireframe 2](#)

Logo: Skip The Rock

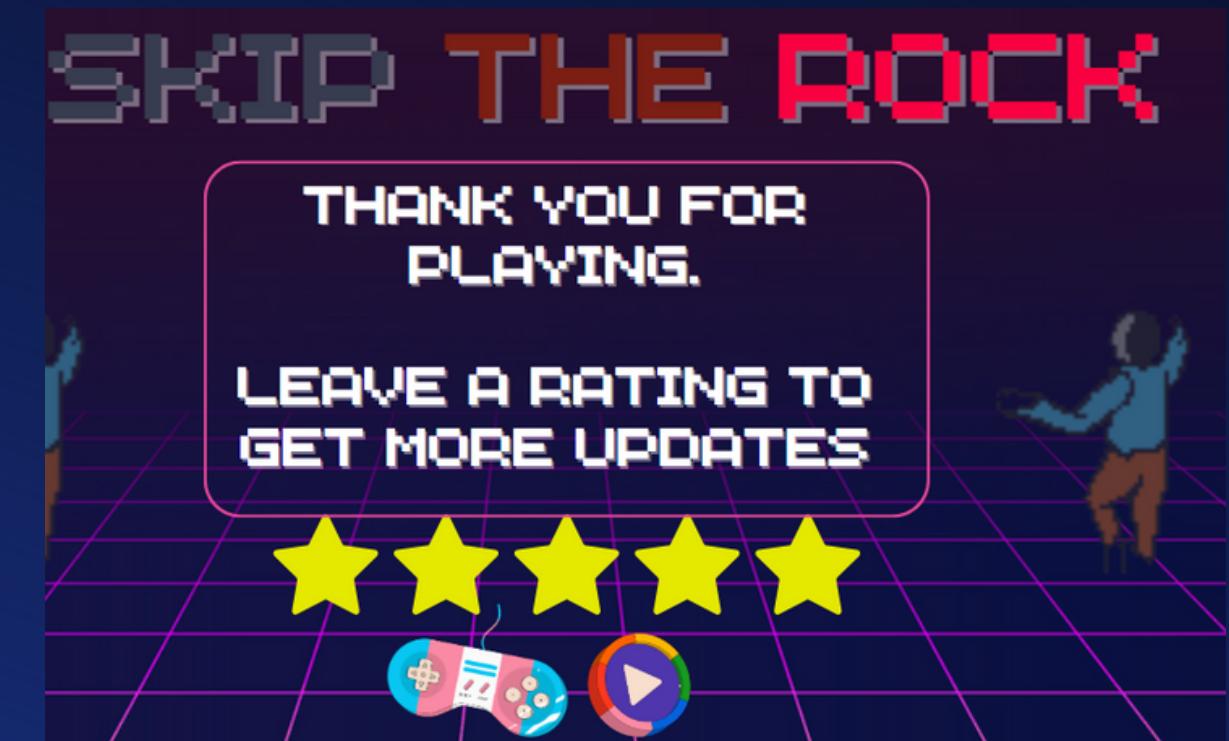
GitHub Link: [Unity Game Flow](#)

Google Drive link: [Assets Integration](#)



SCREEN LAYOUTS

Figma link: [Wireframe 2](#)



BUILD SETTINGS

Build Settings

Build Settings

Scenes In Build

✓ Scenes/SampleScene 0

Add Open Scenes

Platform

- Windows, Mac, Linux
- Dedicated Server
- Android
- iOS iOS
- WebGL
- tvOS tvOS

Android

Texture Compression Use Player Settings ▾

ETC2 fallback 32-bit ▾

Export Project

Symlink Sources

Build App Bundle (Google Play)

Create symbols.zip Disabled ▾

Run Device Default device ▾ Refresh

Build to Device Patch Patch And Run

Patching is disabled for Release builds

Development Build

Autoconnect Profiler

Deep Profiling

Script Debugging

Compression Method LZ4 ▾

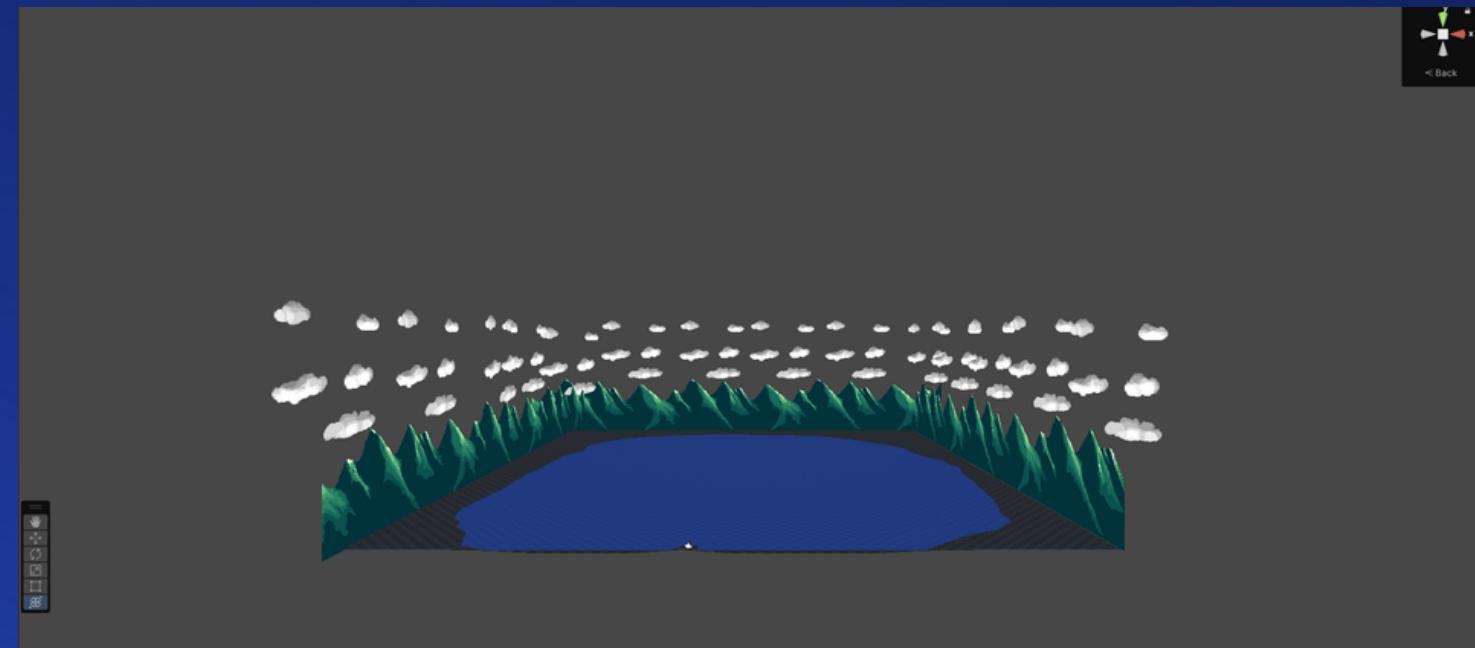
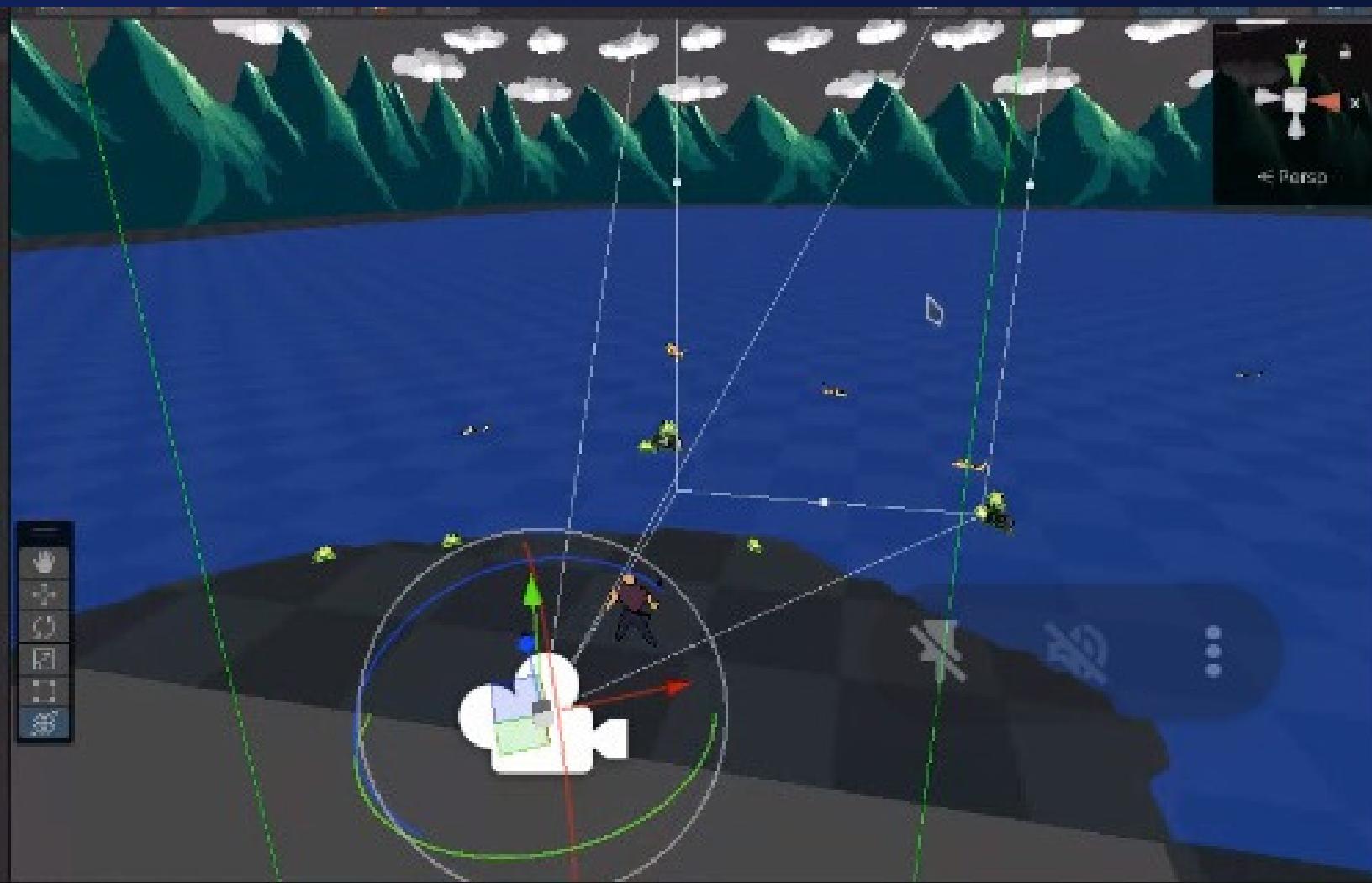
▶ Asset Import Overrides

Player Settings...

Learn about Unity Build Automation

Build ▾ Build And Run

CAMERA PERSPECTIVE



SCORING POINTS

Follow along and have fun!



1

Scoring will vary as per the Game types- Arcade/ War etc and different levels for a single match-up.

2

In Arcade game type there are 3 scoring measures-

- 1) The distance the rock travels, equivalent points earned.
- 2) The no of skips for a single throw,
- 3) Number of rocks thrown within time frame.

3

As seen in the picture there are 3 layers of fishes, where the distance increases for every layer. Points are earned basis which layer the rock hits an object.

4

Points can vary based on the size of the object hit and different levels can have bonus points to make the game fun.

NIXON - CHALLENGES FACED

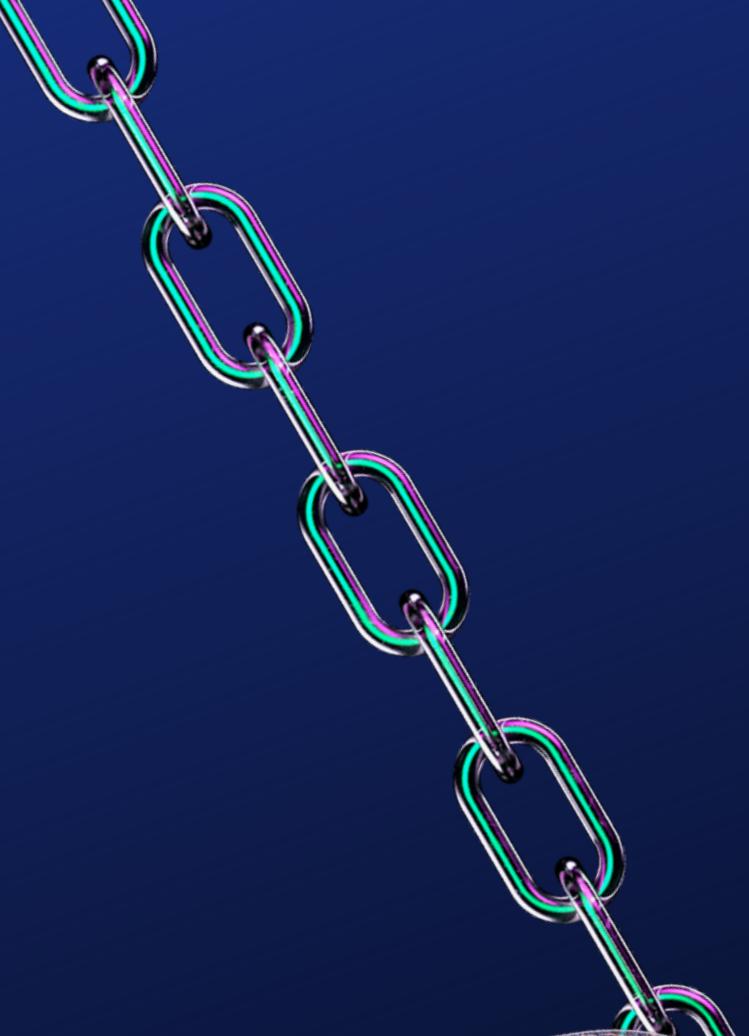
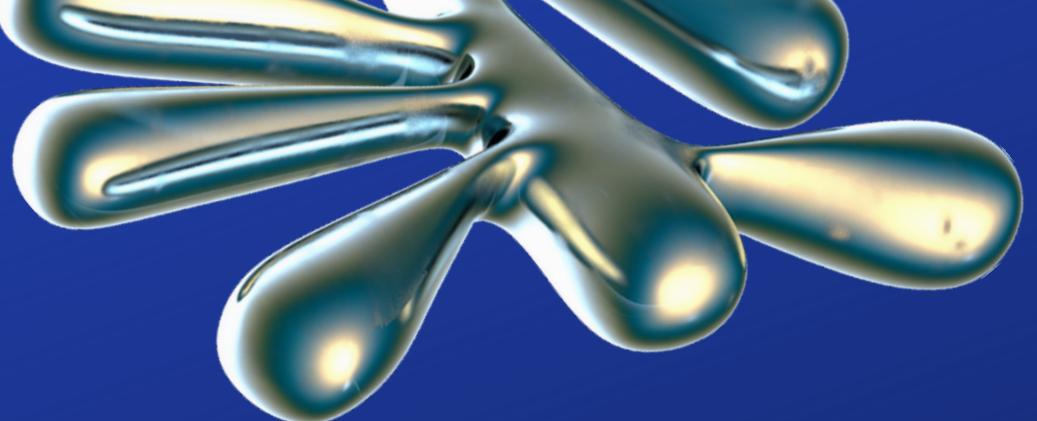


- 1 • Rock skimming mechanic
 - The water plane is rudimentary and skimming motion needs to be simulated.
- 2 Rock skimming physics aspects to be fine tuned in Unity.
- 3 Additional elements is hard to integrate.
- 4 Making the rock hit different objects and reduce the force with every skip to be learned.
- 5 Dogs have colored dreams.

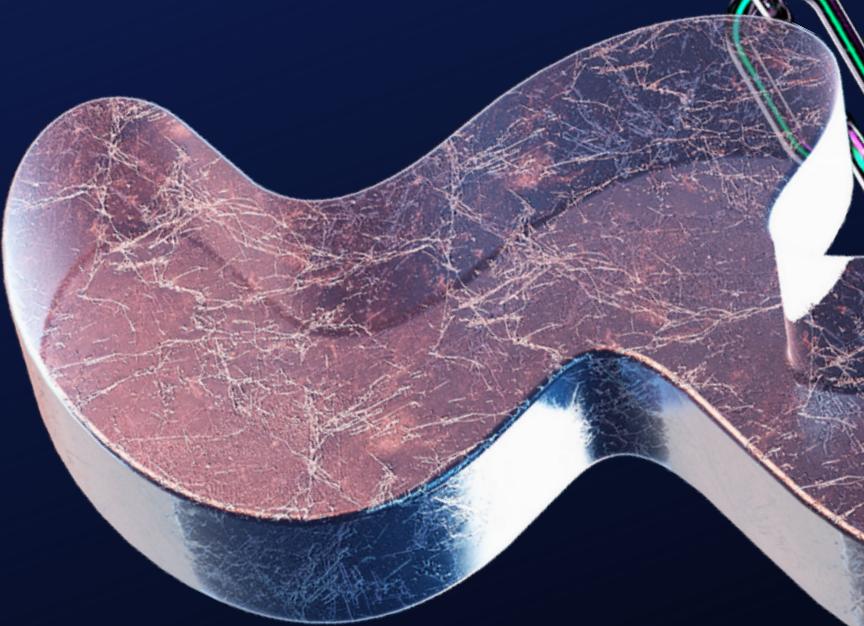


LOKESH- CHALLENGES FACED

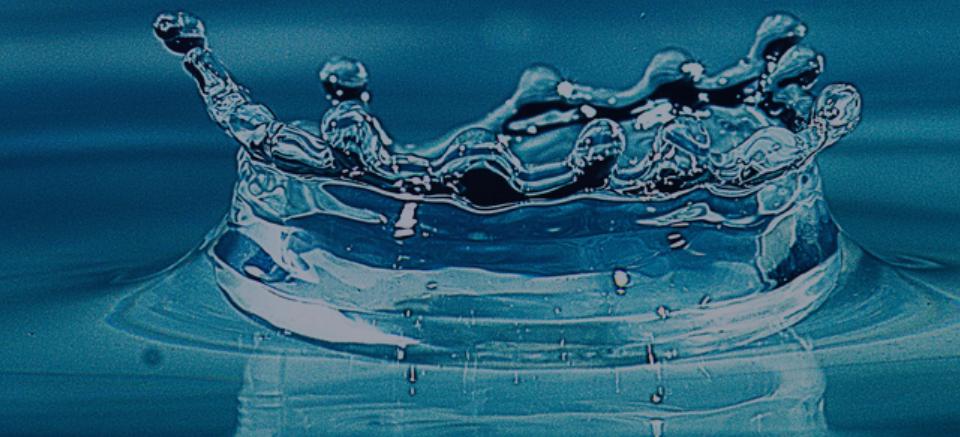
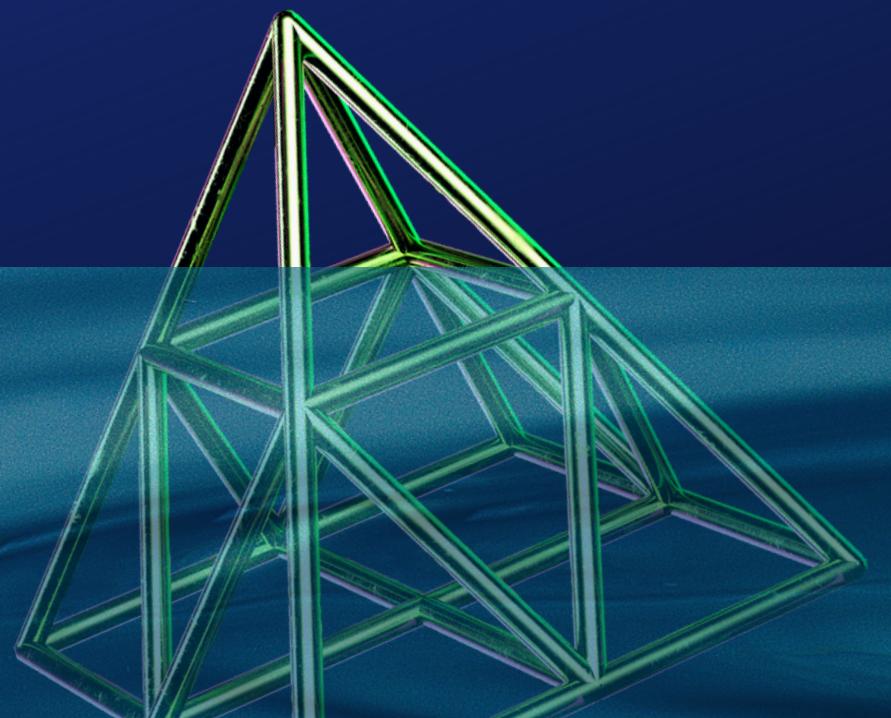
- 1 To keep the elements simple for a hyper casual game.
- 2 Documenting game frames with the concept, GDD, Interaction to interlink and maintain similarity amongst all.
- 3 Additional elements is hard to integrate.
- 4 Sound integration



ARE YOU READY
TO PLAY?



*Skip The
Rock*



THANK YOU



NIXON NELSON
DEVELOPER

VS.

LOKESH KUMAR
DESIGNER



GAME RESOURCE PAGE

