Game Design Document

Game Overview

Friendship is a recreation of the 1972 title Pong featuring fun characters and new mechanics.

Game Summary

This remaster of Pong introduces many new features in mechanics, visuals, and audio. The player and their opponent are represented by two characters—Saxon and Rouge. Items allow players to receive an advantage. The first participant to win 7 points wins the round.

Engagement types

This game will appeal to those who enjoy simplistic rules that still provide a challenge to the participants. Using the multiplayer function of this game could yield a more competitive experience.

Gameplay

First Minutes

Upon launching the game, a VS Player and a Quit button will be available.
In the actual gameplay, the player should notice a feel of lighthearted competitiveness, from the exaggerated expressions the characters show.

A Player VS CPU mode was considered in the beginning, but it was scrapped.

Game Flow

Upon launching the game, a VS Player and a Quit button will be available. All matches will continue until 7 points. During the match, several items will appear, allowing participants to gain an advantage. When a ball fails to be retrieved, the player who got the ball in receives one point. After one side is victorious, a game over scene plays, allowing the ability to Play Again or to Return to Title.

Victory/Lose Conditions

The first player to win 7 points wins.

Original Core Game Mechanics & Features

The original Pong is known for its simplicity, such as the visuals consisting of short walls on opposing sides and a circle to simulate ping pong. The game does not have victory or lose conditions; it continues forever until reset manually. The ball does not change speed at any point in the game, and the paddles cannot become enhanced.

Added Remastered Mechanics & Features

A big change in mechanics is that this remaster will feature items that can give players advantages. These items include:

      -Shrink item

          -When picked up, the opponent's paddle shrinks, giving the user an advantage.   ---
      Enlarge item

          -When picked up, the player's paddle enlarges, giving the user an advantage.
      -2-Player feature

             -One can play with a friend

Scrapped ideas include:

      -Fragility item

          -When picked up, the item sets the durability for both paddles to 5. After a paddle's durability reaches 0, that paddle will disappear, scoring a point for the opposing player. After a paddle

breaks, the item loses effect and durability is nonexistent (can withstand infinite amounts of hits) until the game ends. This item is the rarest to appear.

-Illusion item
-When picked up, multiple balls will shoot from the player's paddle, but only one of them is the real ball.

"Nice to Have" Mechanics & Features

I would like to add the ability for the player to choose which of the two characters they would want to be. It would also be nice to add a recording feature, where players can look back on their previous matches.

Sound

Original Sound FX & Music

The sound effects consist of 8-bit sound effects upon when a ball hits a player's paddle. No music was implemented into the game.

Remastered SFX & Music

For sound effects, my game would consist of 8-bit and 16-bit sounds.
The music will aim to create a lighthearted mood for the title screen, game scene, and the short tune for the game over scene. The title theme, however, uses more dissonance, implying the rivalry between the two characters.

"Nice to Have" SFX & Music

I would like to add some fast-paced, tense music for when a player is close to the victory conditions. This could energize both players for a final sprint, or just bring attention to the score.

Art

Original Art Style & Concept

The original Pong's art style had a theme of simplicity, which presents a layout easy to digest. The paddles were represented by short lines, and the ball was represented by a circle. A dashed line is placed in the center, representing the boundaries between each player's side. To differentiate between the foreground and the background, the chosen colors contrast greatly.

Remastered Art Style

A huge change in this remaster's art style is that it will include characters – one representing each player. Several sets of designs were considered, but one with a clear contrast may seem the easiest to differentiate, especially since it will be the first time the players see these characters. There won't be a story mode or a description of the two either, so it is important that their designs are easy to digest in a short amount of time. These characters will appear in the title screen, game scene (in small UI boxes), and in the game over screen.
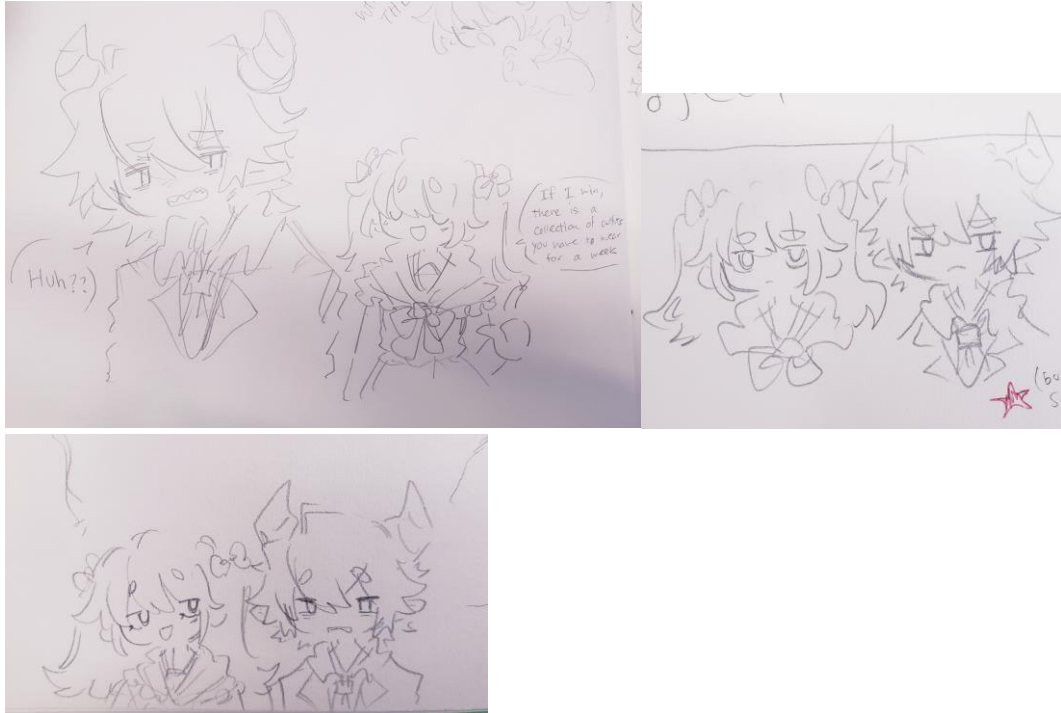
The art style will be in a pixel cartoon style. The color palette may consist of shades of magenta, black, and white. The following GIF I made is not for this game, but I'd like to incorporate a similar style for the art.
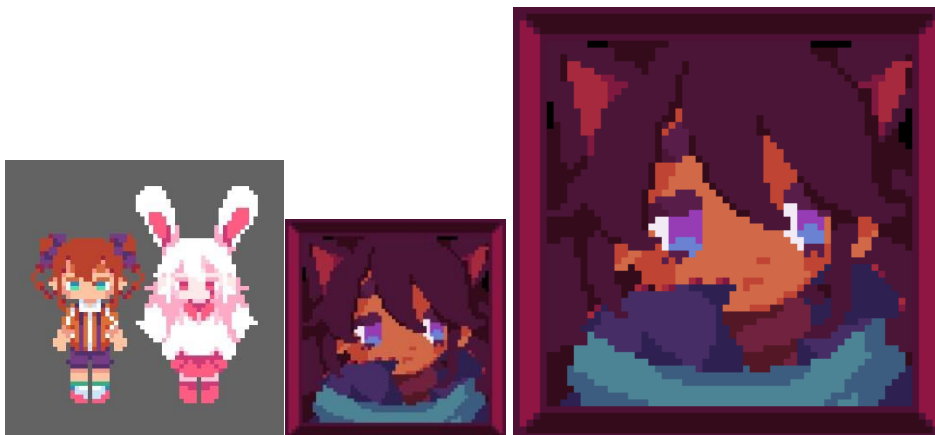
These are the art assets made for this game.
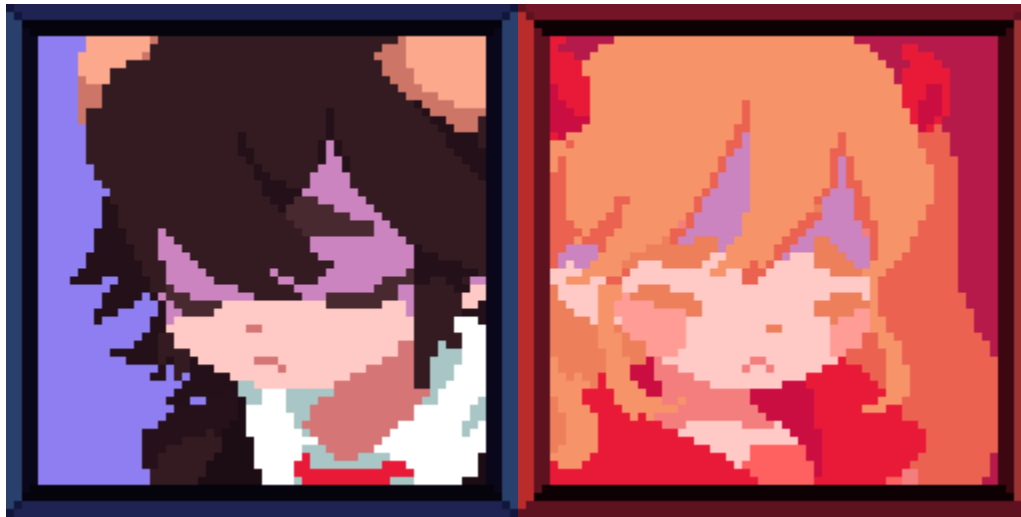
"Nice to Have" Art & FX

I would like to add particle effects when a ball falls past a player's territory. This could add more dynamics into the ball's movement.

Additionally, to add some context on the two characters' friendship, it would be nice to add scrolling images of the two as a darkened background to keep the players from getting distracted.

Target Audience

The game is rated E. The game would be suitable for those who prefer lighthearted humor, especially since the two player characters are already close friends.