**Game Design Document**

1. **Game Title:** Balls Coming
2. **Game Overview:**
   1. Avoid the balls for as long as you can
   2. Different balls, different speed
   3. Power-ups to help the player
   4. Collectables to earn points
3. **Inspiration:** Sega Aladdin game where you control Abu
4. **Motivation:** Making and finishing a game
5. **Gameplay Mechanics:**
   1. Strafing left and right
   2. Jumping
   3. Collecting
   4. Power-ups and Weaknesses
   5. Avoiding
6. **Story and Setting:**
   1. No story just avoid the balls
7. **Art Style and Graphics:**
   1. Retro cyberpunk style
8. **Music and Sound:**
   1. Retro
9. **Genre:**
   1. 2D Platformer
   2. Score-based
10. **Target Audience:**
    1. Everybody pg 13
11. **Reward/Punishment:**
    1. Collectibles
       1. Coins
       2. Ball Destroyer
       3. Invincibility Power
    2. Penalties
       1. Input Inverter
       2. Fast/Slow Mover
       3. Coin Stealer
12. **Level Design:** 3
    1. Intro: My introduction
    2. Main Menu: Start / Leader boards / Credits / Exit
    3. Game Scene
13. **Control scheme:**
    1. Move left: A
    2. Move right: D
    3. Dash: left shift
    4. Jump: Space
    5. Pause: Esc
14. **Extend prototype:** After finishing a prototype, we can extend, bend, add and remove to and from the primary game mechanic. Although, the core gameplay loop will stay the same.
15. **Development Team:**
    1. Pedram Negahbanaghdami:
       1. Programming
       2. Level design
       3. Gameplay Mechanic
       4. Music
       5. Animation
16. **Conclusion:**
    1. Just a one-level game
    2. There is going to be a leader board
    3. Aim to finish within a week (Assuming there is no uni)
17. **Scheduling:**
    1. Everyday
18. **Prototype:**
    1. Player Movement
       1. Strafing left and right
       2. Jump
       3. Dash
    2. Player Animation
       1. Jump -> Rotating
    3. Ball Controller
       1. Random Instantiation
       2. Destroy when hitting the ground
       3. Destroy both the ball and the player hitting player
       4. Different speed for different types of balls
       5. Blue balls destroy other balls and power-ups
       6. Faster balls destroy the other slower ones
       7. Balls collision ignores collectables
    4. UI
       1. Start countdown
       2. Time Counter
       3. Saving results: Coins and Time
       4. Game over screen: Shows both coins and time
       5. Game over screen: Leader boards button
       6. Game over screen: Restart button
       7. Game over screen: Exit button
    5. Collectables
       1. Coins – 50x => +10 extra score
       2. Power-ups
          1. Invincibility => 10 seconds of invincibility
          2. Destroy => Destroy every ball in the scene instantly
          3. Slow => Slows down every ball and collectable for 10 seconds
19. **Graphics:**
    1. Level
       1. Background texture
       2. Ground texture
    2. Player
       1. Normal texture
       2. Invincible texture
       3. Strafing -> Dusting particle
       4. Destroyed -> Explosion particle
    3. Balls
       1. Balls texture
    4. Collectable
       1. Coin texture
       2. Invincible texture
       3. Destroyer texture
       4. Slow texture
    5. UI
       1. Start menu
       2. Game Over menu
       3. Leaderboards menu
20. **Add-ons**
    1. Unity splash screen
       1. Cursor lock and invisible
    2. Main Menu
       1. User login and name changing
    3. Balls
       1. Blue balls cloning limit
       2. Blue balls spawning milestone
       3. Balls speed upgrade // Based on coins collected?
    4. Power-up effect
       1. Invincibility => Red texture + change music + time bar + cube speed up
       2. Slow => Less spawning
       3. Progress bar
    5. Music
       1. Main menu
       2. In-Game
       3. Invincibility power up
       4. SFX
          1. Player explosion
          2. Power up pick-up
    6. Milestone
       1. Set a limit?
    7. Leaderboard
       1. Find a good online database – Does Unity have one?
       2. Database:
          1. Create profile
          2. Submit information
          3. Fetch information
          4. Modify profile
       3. Leaderboard menu
          1. Top 5
          2. Current user