**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. Solid background colour changes as time goes on – Indicating difficulty level
   2. Solid colour for the player, balls, and environment
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. Friday and Saturday (For now)
18. **Prototype:**
    1. Player Movement
       1. ~~Strafing left and right~~
       2. ~~Jump~~
       3. ~~Dash~~
    2. Player Animation
       1. Strafing -> Dusting particle // Need Tutorials
       2. Dash -> Fast particle // Need Tutorials
       3. ~~Jump -> Rotating~~
       4. Destroyed -> Explosion particle
    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~~
    4. Ball Animation
       1. Falling -> Speed particle
       2. Destroy -> Explosion particle
    5. UI
       1. ~~Start count Down~~
       2. ~~Score Counter~~
       3. ~~Checking milestones and increase the balls’ speed~~
       4. ~~Saving score~~
       5. ~~Game over screen: Restart / Leader boards / Exit~~
    6. Collectables
       1. Coins – 50x => +10 extra score on the leaderboard
       2. Power-ups
          1. Invincibility
          2. Destroy balls in scene instantly
          3. Slow-down the balls’ speed
       3. Power-downs
          1. Input Inverter
          2. Fast/Slow Mover
          3. Coin Stealer
    7. Difficulty Level
       1. New balls rolling on ground coming from left and right
       2. Wind => Balls fall diagonally , Rolling balls move faster or slower depending on the direction of the wind and rolling.
       3. New balls fall down and go up a few times