Shufflepuck

# Summary

2D top-down view of a shuffleboard type of game.

A drawing of a finger pointing at a circle

Description automatically generatedA drawing of a finger pointing at a red circle

Description automatically generatedA drawing of a finger pointing at a target

Description automatically generated2 players take turns pushing “pucks” towards a goal.

Closest puck wins.

Push a puck

The puck slides, slowing down with friction

Where it stops, you get a score

Closer to the target wins

Try to knock each other away and get closer.

# Progression

The first level is simply the target with no obstructions.

In a sequence of levels, obstacles are introduced.

Players must bounce their pucks around the obstacles.

# Assets

* Bulls-Eye Sprite
* Puck Sprite (2 colors… planning to use the fruits from our Candy Crush)
* Puck Fling Sound (3 variations)
* Puck Knock Sound (3+ variations)

### Potential Obstacles

* Simple rectangle
* Round pinball bumper
* Moving rectangle
* Rotating rectangle

# Length of Play

Each level should take around 1 minute to play on average

Will require at least 10 unique levels to hit the 10-minute goal

# Techniques

Touch Input (fling the puck)

Animation (the pucks have animated faces, and the pinball bumpers should animate)

Collision/Physics (puck sliding and bouncing)

UI (display turns remaining and score)