

Design Document for:

Pile it UP

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Game Overview: Pile it UP

Common Questions

What is the game?

This game is an endless stacking game where the player must time stacking moving blocks onto a tower, to build the the highest tower that they can. If the block stacking is mistimed, the “safe area” to land the blocks will shrink, making stacking a higher tower more difficult. The higher the tower, the higher score the player is rewarded.

Why create this game?

It is a fun endless game playing for a high score of the tallest tower

Where does the game take place?

The game takes place in an endless space. The main camera pans up the higher the tower is built.

What do the players do?

Players will attempt to stack their tower as high as they possibly can. The only obstacle is that the blocks they must stack are moving from different directions at varying speeds. If the player is unable to hit their target platform perfectly, the surface area they are able to stack on will begin to shrink and thus make their tower harder to build upon.

How many characters are involved?

This is a single player game.

What is the main focus?

The main focus of this game is to build the highest tower with the blocks given. The player should attempt to stack their tower as perfectly as possible to avoid the surface area of the tower blocks from shrinking. Stacking the pile perfectly will make building the pile higher less difficult.

Feature Set

General Features

Endlessly high space to build tower
Blocks to stack tower
Blocks can get smaller as tower is stacked
3D Graphics

Gameplay

Blocks move over the top of the tower.
The player clicks or uses the spacebar to stop the block.
If only part of the block is placed over the tower, the part hanging over the edge is cut off. The remaining blocks that spawn will be of that smaller size, and the player will have a smaller base to land on.
If the block is placed perfectly on the tower, it is not shrunk, and future blocks remain that same size.
If the player misses the tower, the game ends.
The higher the tower, the higher the player's score.

Graphics and Audio

The blocks will have different colors
Sound effects and music

The Game World

The game world is never ending until the user's game is over. The game ends when the user's block does not touch the tower when hitting the spacebar.

Travel/Move

Camera will pan upwards as the tower grows in height. The stackable blocks will fly in from X and Z axes.

Objects

The tower base
The moving blocks to stack onto the tower