Design Document: GOAL

Main Theme:

This goal of this game is to lead one or multiple balls into a given indicated area. Holding the ball into that area for a certain time rewards points. The ball can be controlled through creating and changing slopes. Each of the players controls one piece of the grid and thus can control the movement of the ball when it passes that area through changing the direction of the slope. E.g. if the ball moves straight it can be reversed by directing the slope in the opposite direciton. The goal location is dynamic in the sense that it will be relocated after a given interval as well as after a point is scored.

Controls:

Each user controls their respective grid piece using there smartphone. This operates using the accelerometer and gyroscope. Tilting to a certain direction also tilts the grid piece to that direction, creating a slope. This is represented on the controller (smartphone) by a change in hue or brightness, as well as possibly on the main screen in a similar way.

Setup:

This game uses a single main screen that displays the entire game board. This board is either completely or partially covered with a grid. Each grid piece corresponds to each player. Each user must use their smartphone as a controller. The controller displays their respective position in the grid (e.g. A3 as coordinates or alternatively a representive symbol) and an UI element representing the current tilt (color based).