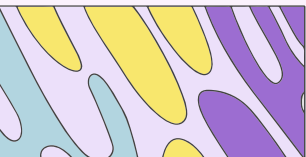
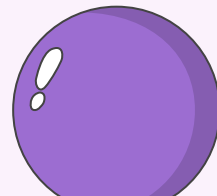
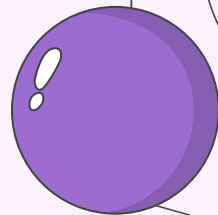
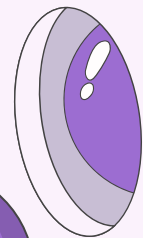
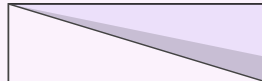


# Puzzled Billiards Project Plan

Hi Sharks, we are requesting \$100k for 10% equity

This is our game, our game is amazing, give it  
lick, mmm, tastes like raisins XD



# Game Pitch

- Inspiration:
  - Mini-golf
  - Billiards
- Puzzle and Mechanic Skill Based Game
- Main Objective:
  - Sink the objective ball by solving the puzzle
- Main Mechanic:
  - Drag, Aim and Shoot

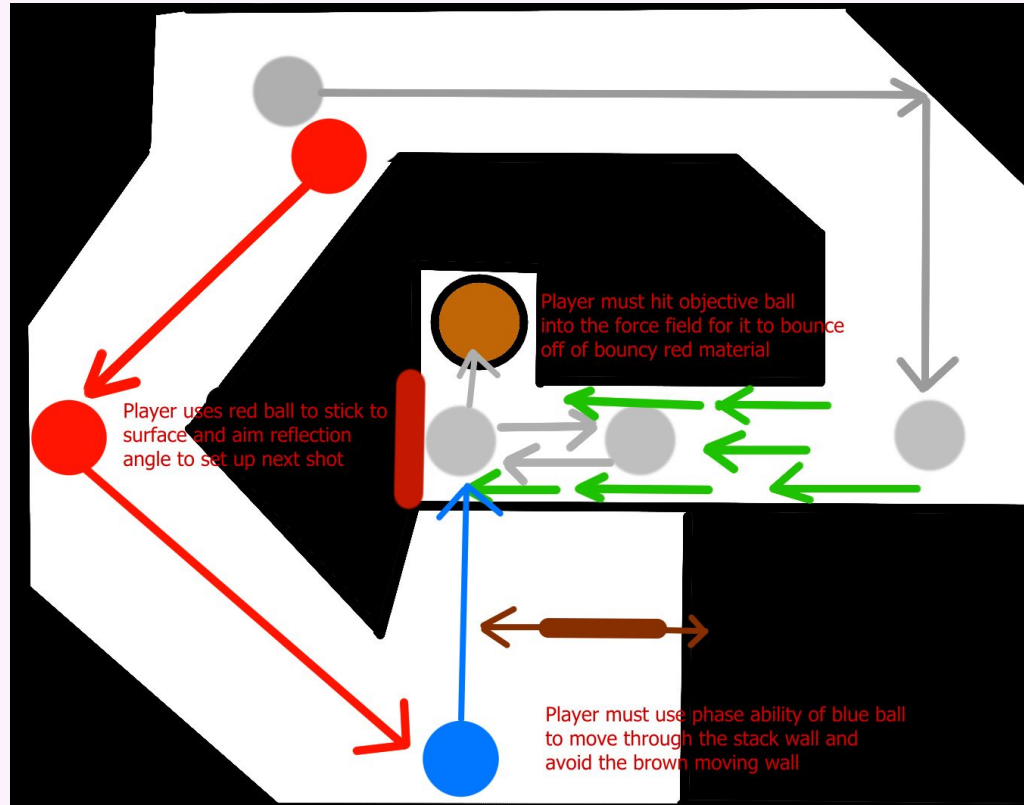


# Level Design

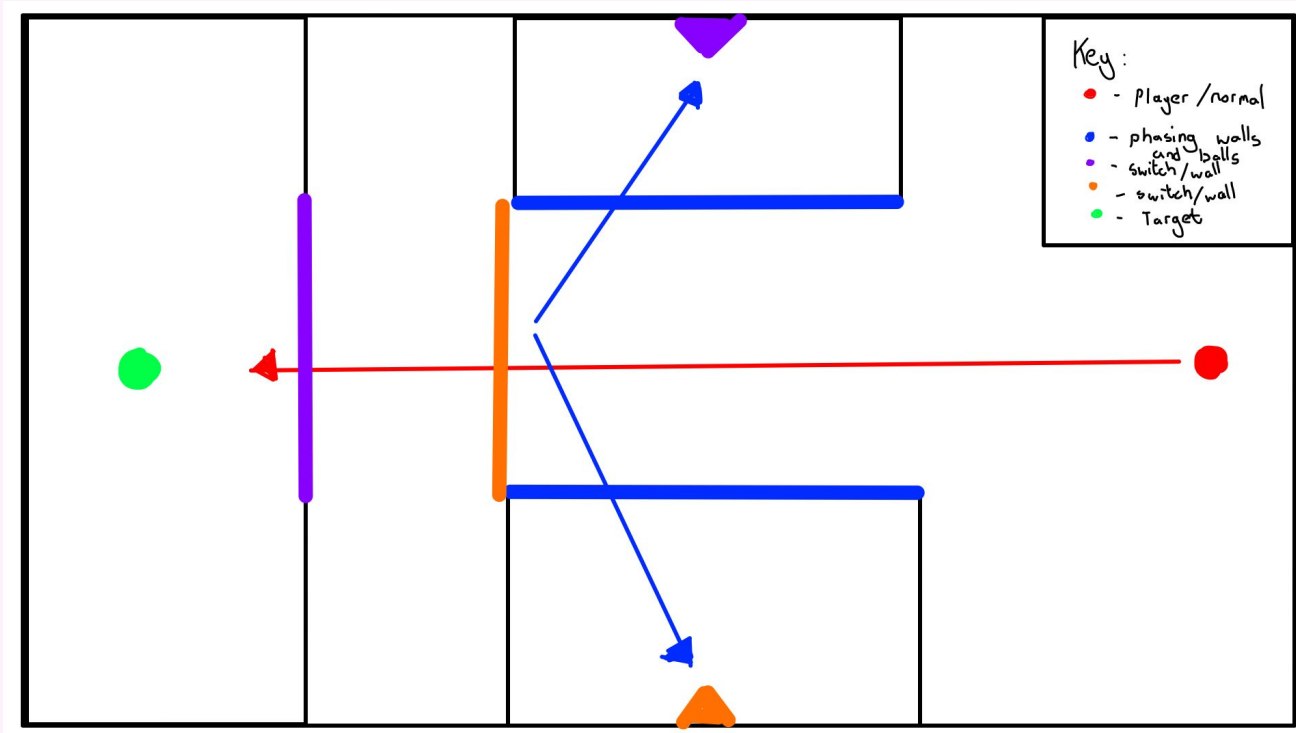
- Micro Goals:
  - Introduce and guide the player
  - Present new challenges
- Macro Goals:
  - Keep the player engaged and in a good flow of anxiety and frustration
- Difficulty and flow:
  - Various game objects are used to create complex and contextual difficulty



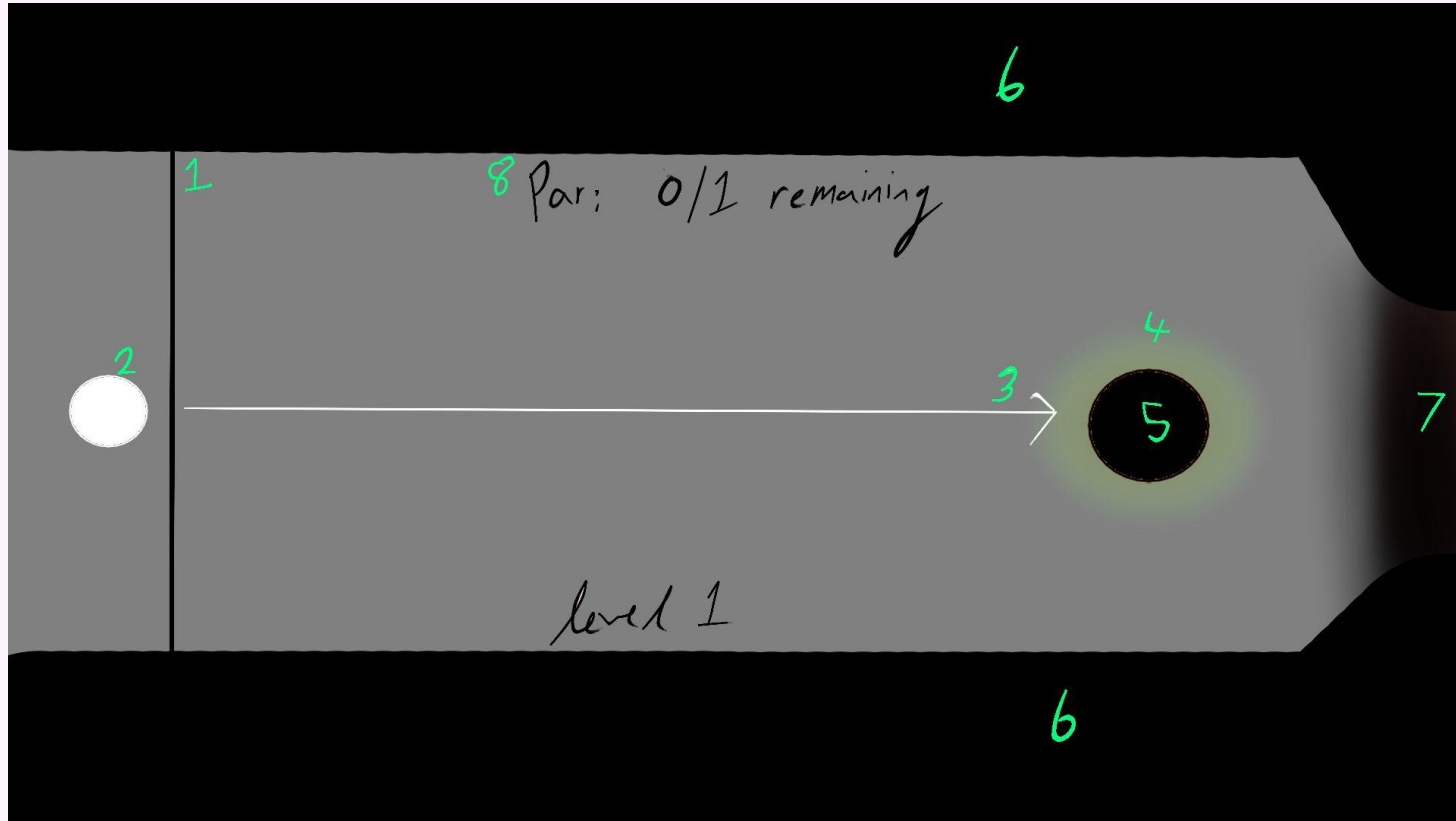
# Concept and Technical Art



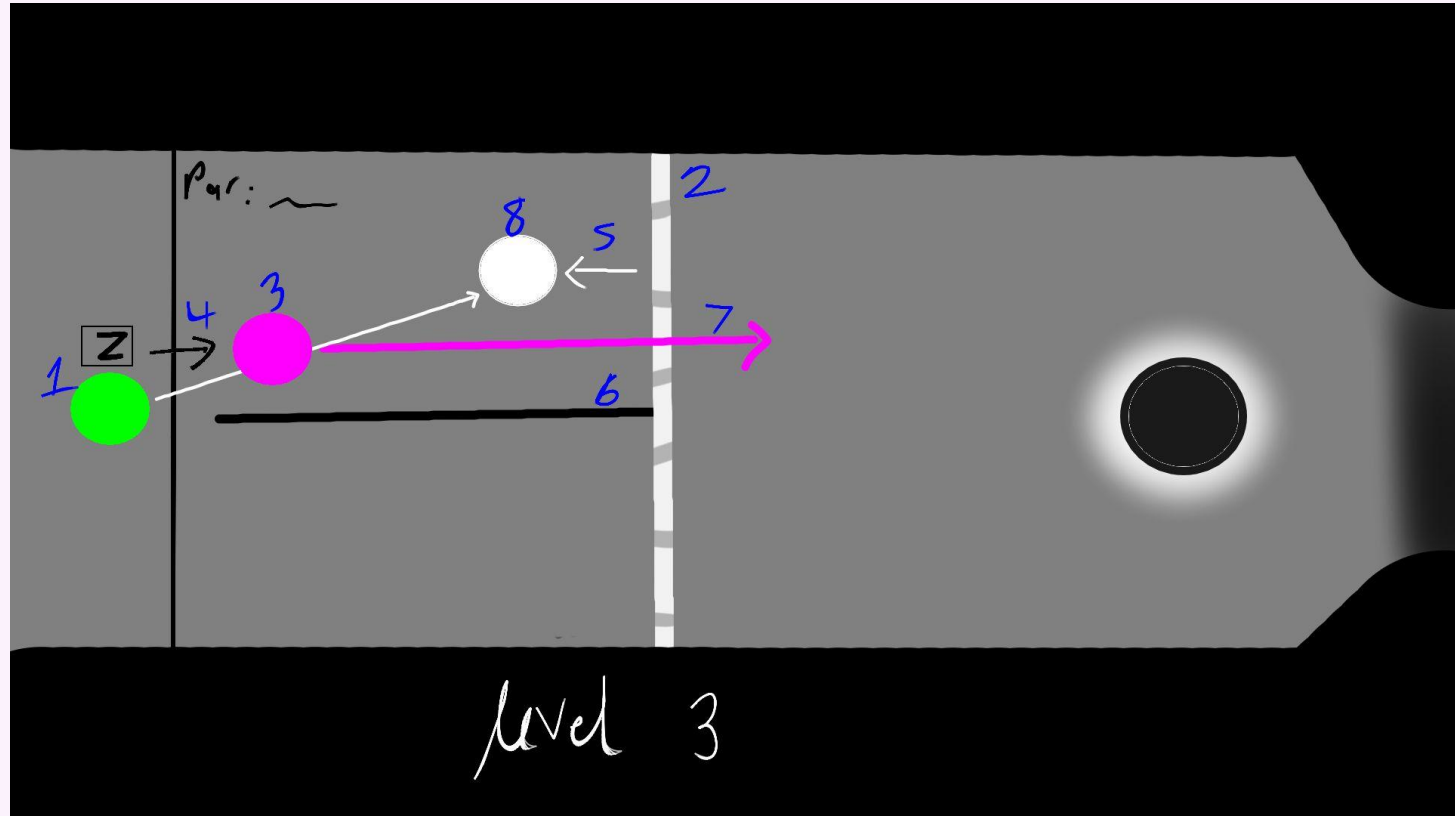
# Concept and Technical Art



# Concept and Technical Art



# Concept and Technical Art



# Communication Design

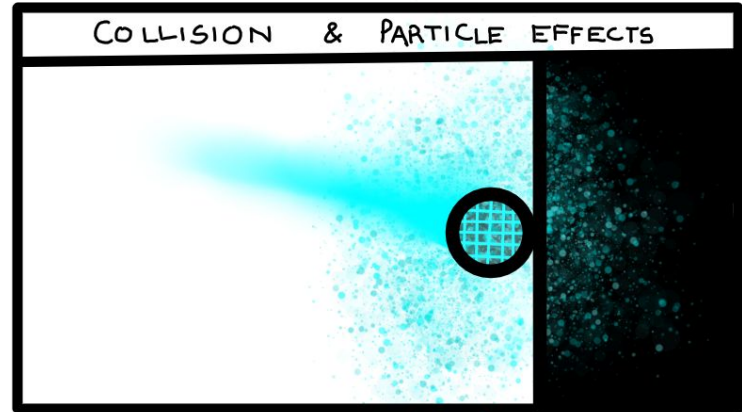
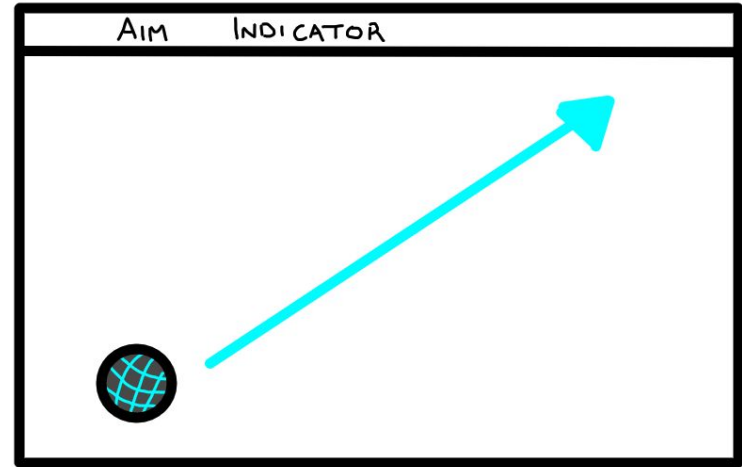
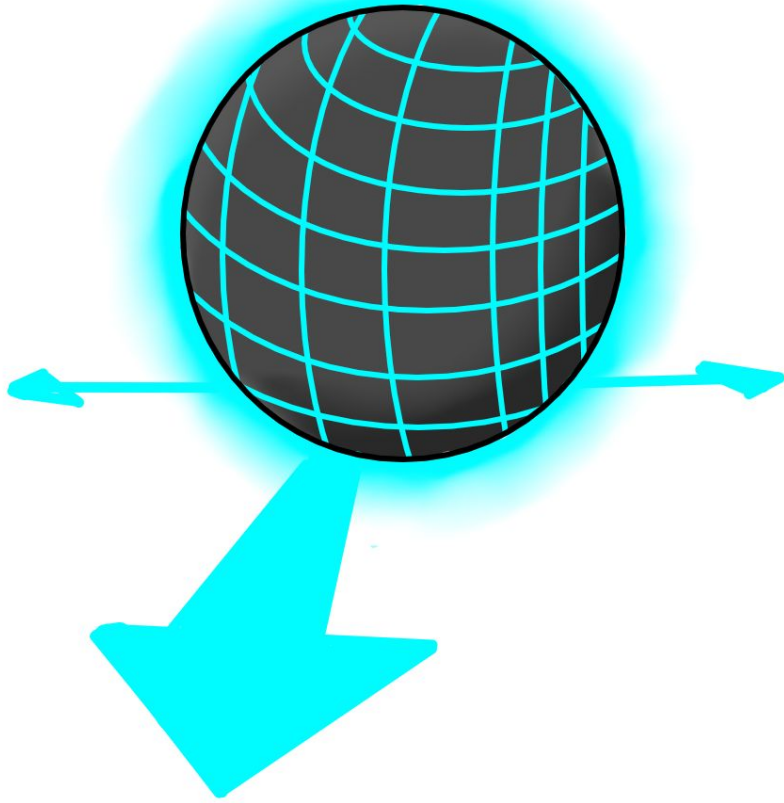
How do we indicate an action/effect to the player without directly telling them?

- Visual Indicators
  - Colour Coding
  - Aim indicators
  - Distinct Shapes and Designs
- Ball Effects
  - Unique Design
  - Particle Effects
  - Movement and ability effects
- Player User Interface
  - Ball type
  - Ball Ability Count
  - Button Prompts

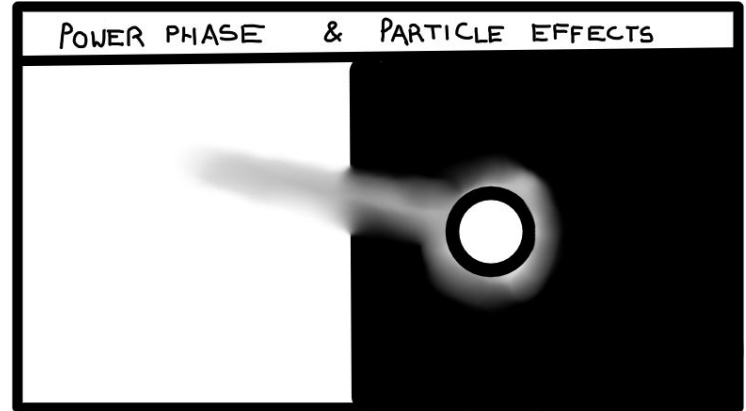
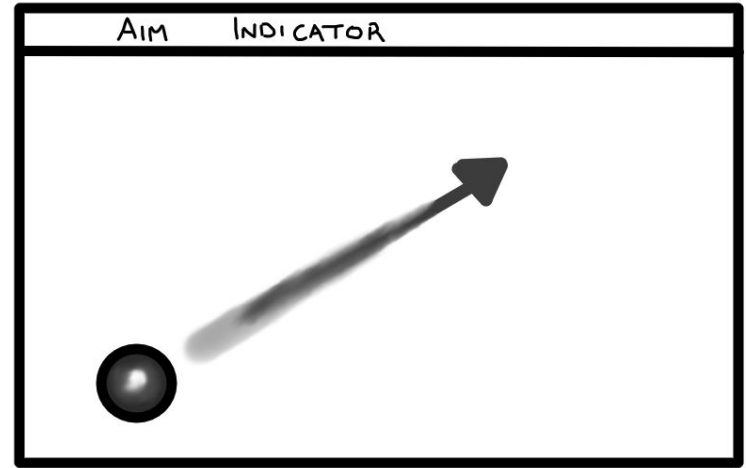
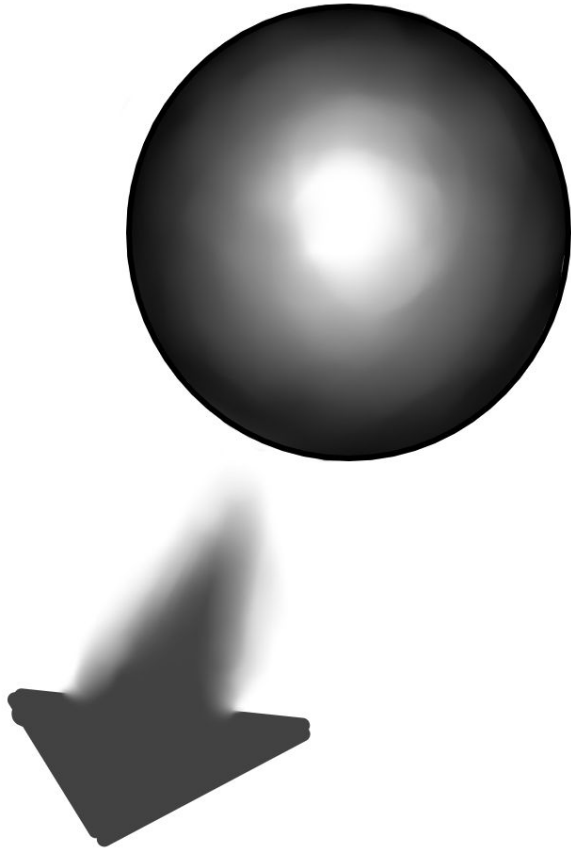




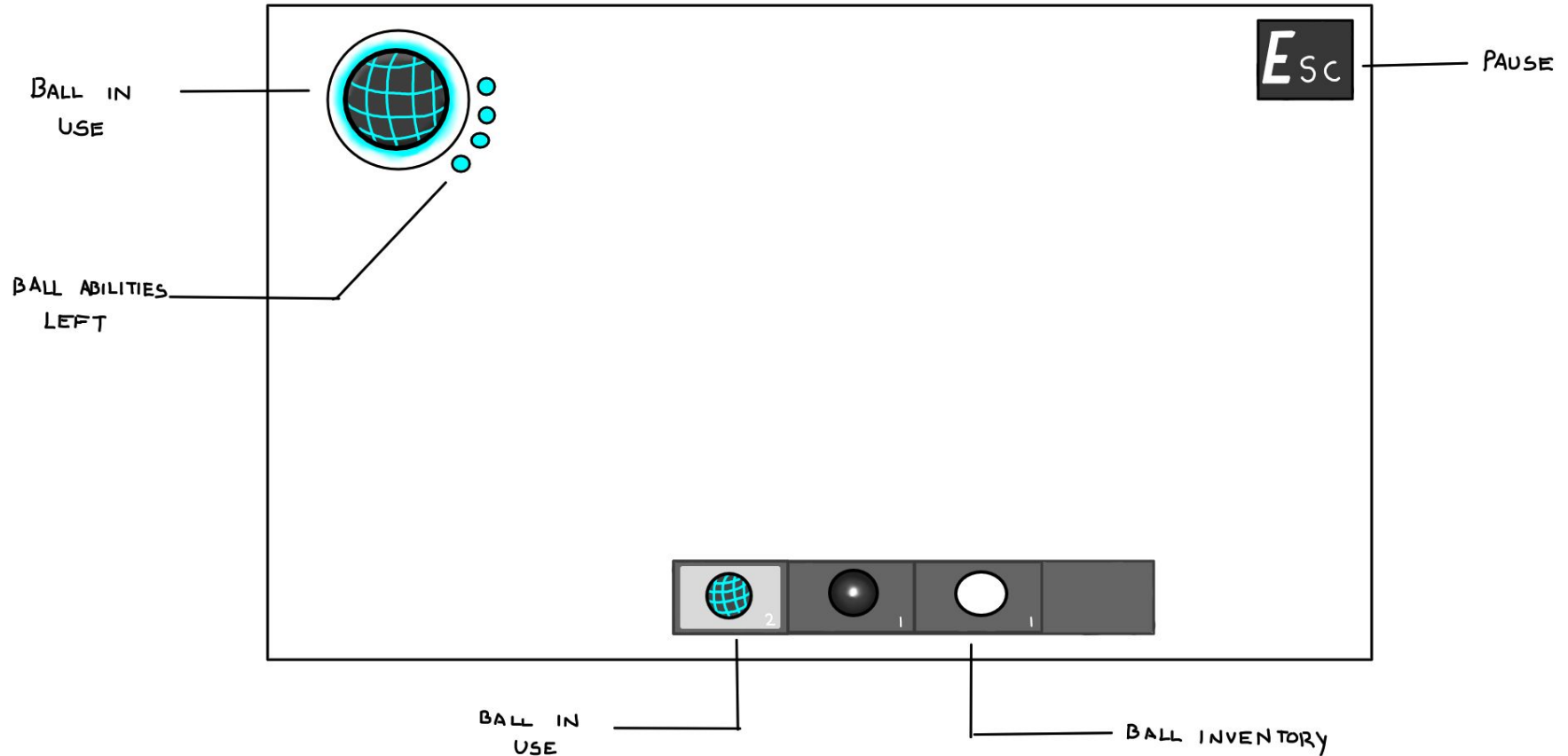
MULTI-DIRECTIONAL POWER BALL CONCEPT  
"OMNI-BALL"



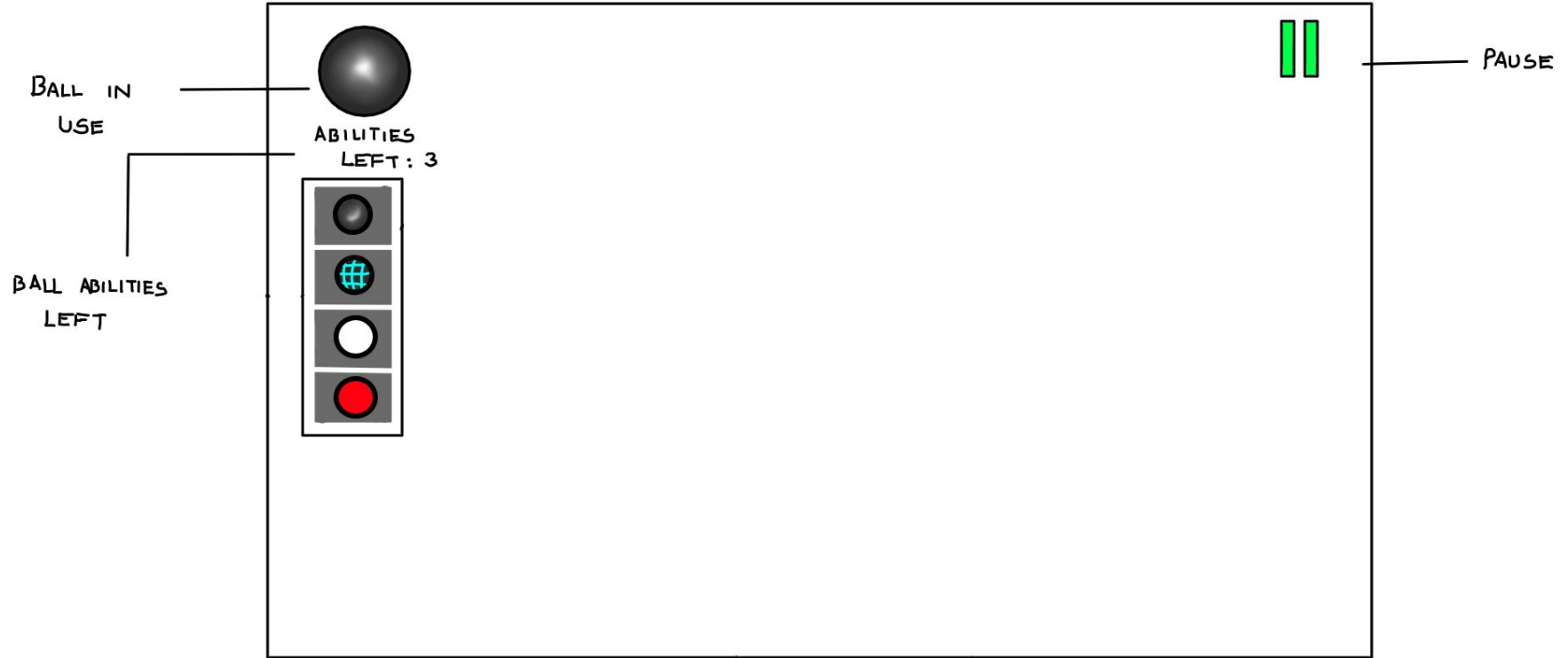
# PHASE - BALL CONCEPT



# Player User Interface Concept 1



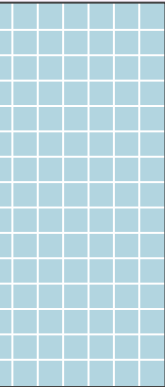

# Player User Interface Concept 2





# Game Design Process



- 
- 
- Start
    - develop a prototype to begin basic playtesting
  - Then
    - **Incorporate:**
      - ability mechanics development
      - environmental game objects
    - **Collect data:**
      - for finalizing the tuning of mechanics
    - **Resolve:**
      - any other issues regarded from playtesting
  - Lastly
    - polish the final product
    - include user interface elements

# Tasks

- Tasks are geared to milestone completion
- Order of tasks is based on dependencies
- Wants, Needs, and Dreams

# Scheduling

Example week of phases, milestones, and tasks

17 MON	18 TUE	19 WED	20 THU	21 FRI	22 SAT	23 SUN
Implementation				Review		
Design		Milestone 1	Testing			
			Milestone 2			
Task 1 Game Development 4h	Task 3 / 1 2h	Task 5 / 1 2h	Task 7 2.25h	Task 8 Game Development 3.5h		
Task 2 Game Development 3.5h	Task 4 Game Development 4h	Task 6 Game Development 4h				



# Risks

1. Load Shedding

- a. Risk Level: Primary

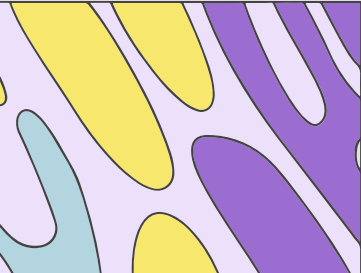
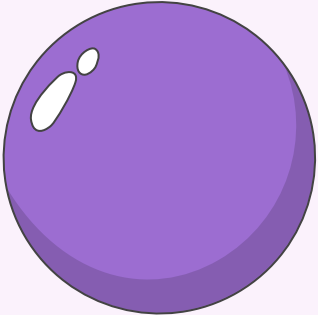
2. Illness

- a. Risk Level: Secondary

3. Internet Failure  
(Unrelated to electricity failure)

- a. Risk Level: Tertiary

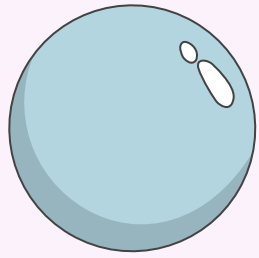
Overcoming and planning:  
Schedule has no work on weekends,  
this time must be used in the event of  
delays







**Thank You For Your Time  
:)**



James Theron - 1901870  
Alon Mizrahi - 1405583  
Ashish Jugpall - 2273877  
Tenisha Moodley - 2105982

