<Rail Roller>

<Your Company Logo Here>

Revision: 0.0.0

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Special thanks to Alec Markarian

Otherwise this would not have happened

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# Overview

## Theme / Setting / Genre

- Physics based ball roller

## Core Gameplay Mechanics Brief

- Gravity inversion

- Checkpoints

## Targeted platforms

- PC

## Monetization model (Brief/Document)

- Free to Play

## Project Scope

- <Game Time Scale>

- Free!

- 4 months

- <Team Size>

- <Core Team>

- Samuel Spiers

- Everything

- <Marketing Team>

- Samuel Spiers

- Everything

## 

## Influences (Brief)

### - <Influence #1>

- Games

- I have seen other rolling ball games and they look simple enough for a first game.

## The elevator Pitch

A rolling ball game where the colour is very important because you can only go over platforms of your colour.

## Project Description (Brief):

It is a simple rolling ball game. As my first ever game it needed to be simple. It has some interesting game mechanics to keep the game intriguing such as colour swapping and gravity inversion. It uses basic graphics revolving around Unity primitive shapes, partially to keep the art side of the project to a minimum, and partially because art isn’t one of my strengths.

I will develop the game over the next 4 months and see where it ends up in terms of playability, enjoyment, and how much I have learned from it.

## 

## Project Description (Detailed)

<Four Paragraphs or more If needs be>

<No more than six paragraphs>

# What sets this project apart?

- It is my first project

- It has unique mechanics

- It makes heavy use of Unity primitive shapes

## Core Gameplay Mechanics (Detailed)

### - <Core Gameplay Mechanic #1>

- Colour Swapping

- You are will be able to toggle the colour of your ball between two options. You may only go over platforms of the corrosponding colour otherwise you will be reset to the most recent checkpoint.

### - <Core Gameplay Mechanic #2>

- Gravity Inversion

- There will be certain obstacles/areas with inverted gravity that will make them potentially more difficult, especially if you dont see it coming.

### - <Core Gameplay Mechanic #3>

- Power Ups

- There will be pickups that give you certain ablilities for a limited duration such as, speed, jump height, etc.

### - <Core Gameplay Mechanic #4>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

# 

# Story and Gameplay

## Story (Brief)

<The Summary or TL;DR version of below>

## Story (Detailed)

<Go into as much detail as needs be>

<Spare no detail>

<Use Mind Mapping software to get your point across>

## Gameplay (Brief)

You roll your ball though the level to the finish.

## Gameplay (Detailed)

You control a rolling ball that moves through a world full of obstacles. You must use precision and make use of the power-ups to complete the challenges and get to the finish.

# Assets Needed

## - 2D

- Textures

- Environment Textures

- Heightmap data (If applicable)

- List required data required - Example: DEM data of the entire UK.

- Etc.

## - 3D

- Characters List

- Sphere

- Environmental Art Lists

- Example #1

- Example #2

- Example #3

- etc.

## - Sound

- Sound List (Ambient)

- Outside

- Music

- Inside

- Underwater Music

- Sound List (Player)

- Character Movement Sound List

- Jumping

- Gravity Inversion

- Character Hit / Collision Sound list

- Colliding

- Character on Injured / Death sound list

- Respawn

## - Code

- Character Scripts

- Player Controller

- Player Movement

- Ambient Scripts (Runs in the background)

- Game Manager

## - Animation

- Environment Animations

- Elevator

- Moving Obstacles

# Schedule

### - <Object #1>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Object #2>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Object #3>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Object #4>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.