

Ludos Ozelot

# Elements of Breakout

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Ludos Ozelot:  
**Martin Säll**

Emil Bertilsson

Jimmy Gustavsson

Henrik Hedén

Fredrik Johannesson

Stefan Grahn

Tobias Andersson

## Executive Summary

A breakout game in 3D using a colorful level design to give the player a fun game experience.

The game features a story where you play as young Yu who has to chain the four elements of nature.

Unique twist to an already existing game genre.

Using 3D to give a new depth to the feeling of the game.

The game will progress to different kinds of maps featuring cylinders and spheres.

Each element Yu faces will come with special environmental effects that will affect the map in different ways.

## Game Overview

### High Concept

Defeat the four elements with your balls of destruction, in a game of breakout in 3D.

### Genre

3D breakout game

### Gameplay Highlights

Challenge your mind with new innovative gameplay mechanics in a traditional setting.

### Content Highlights

3D sphere, cylinder and sliding game mode for the player to experience.

Four unique worlds with special gameplay events that effects the gameplay experience.

Powerups for the player to use.

### Technology Highlights

3D using Directx 11 and OpenGL 4.

### Hardware

Everything that can run Directx 11 or OpenGL 4.

## Game World

### Backstory

Yu, is an eight year old magical girl from Japal. She has been given the duty to chain the elements of nature back into their natural places.

### Objective

The goal is to destroy the elements power base so that the elements can be chained back into their natural places.

### Characters

#### Yu

8 year old magical girl, dressed in a fancy magical armor dress.

#### Air

Hyper energetic.

#### Water

Calm and collected.

#### Fire

Fiery read head.

#### Earth

Lazy, unintelligent slob.

### Settings

Four separate locations corresponding to the element you are fighting at the moment.

Free flying in the air to fight the wind.

The sea surface for the water.

A volcano for fire.

The Earth for earth.

### Story Progression

You start the game by fighting against the air and from there you will fight one element at a time until you have chained them all.

### Character Development

Yu turns from an uncertain child into a confident magical girl that can save the world.

## Gameplay Details

### Challenges

Chain the elements by using your magic ability to destroy their power bases. This is done by sending your magic to destroy the temples. Destroy blocks with your magic balls.

### Primary Gameplay Mode

A type of top down view where you see the pad that you use to bounce and aim you magic.

### User Interface

You control the pad with the mouse and aim your pad with the keyboard.

## Summary

A colorful game with gameplay twist through the levels that the player will have to deal with as the game progresses.