# Team

Eric - coding, juice, documentation, Co-Producer

Nick - coding, Co-Producer

Chris - level design, art, some coding

Graham - coding,

KC - juice

Matthew - level design, documentation

# Pillars

Fun, Interesting Physics

Mastery

# Concept

# Player Controller

The player can switch between ball form and regular form. While in ball form, the character has bouncy properties.

While bouncing,

- with each bounce, you gain speed

-build speed to damage

-build speed to break walls

-have certain speed to break certain walls

-don’t go too fast

Dash - propel in a chosen direction

# Story

Cowboy bugs? Roly poly? Rubber duckie?

Minigolf Roly Poly Cheater

Bouncy Slime Monster (FLUBBER) escaping lab

Armadillo/Pangolin

Bug and/or minigolf (or pinball?) Mafia fixing games (Puzzle) (Roly Poly in One)

# Level Design

Infinite Sidescroller

Minigolf puzzles (Puzzle)

Sprawling Platformer Level

Obstacles

Finite Scroller (SHMUP-esque boss battles after scrolling levels)

# Obstacles / Environment Pieces

Gates where you need a specific speed to be able to pass (Puzzle)

Trampoline

Spikes

Directional Gates (like valves)

Direction Router (no matter what direction you are now, your new direction is set)

Rising Lava

# Flow

# Sound Design

# Character Design

Cowboy bugs?

# Art

# Stretch Goals