**Air Hockey Supreme**



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Special thanks to Alec Markarian

Otherwise this would not have happened

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# Overview

## Theme / Setting / Genre

- Theme – Air hockey game

- Setting- On a hockey table or black background

- Genre - Entertainment

## Core Gameplay Mechanics Brief

- <Gameplay Mechanic #1> Have the computer VS you.

- <Gameplay Mechanic #2> Move your mouse to hit the puck

- <Gameplay Mechanic #3> If you hit the puck into the net, be given 1 point.

- <Gameplay Mechanic #4> Add time limit, and music

## Targeted platforms

- Anyone over the age of 8 (8+)

## Monetization model (Brief/Document)

- <Monetization Type> This game is going to monetized in the Alpha because it’s being made from complete scratch, and is completely new.

## Project Scope

- <Game Time Scale>

- Cost? = UNKNOWN

- Time Scale = Plan on finishing by end of June.

- <Team Size>

- <Core Team>

- Andrew

- Program the game in JavaScript (HTML5 method).

- <Licenses / Hardware / Other Costs>

- Unknown

- <Total Costs with breakdown

- Unknown

## The elevator Pitch

This air hockey game, is an extremely fun game to play with friends, or even with yourself when you’re bored. There is 3 different game modes; Easy, Medium, or Hard. If you want to give yourself a challenge, then go for a harder difficulty, and they can even challenge their friends to see who gets a better score.

## Project Description (Brief):

<Two Paragraphs at least>

* For this game, it will be done in JavaScript with the HTML5 method. This game will include 3 different game modes, which are easy, medium, and hard. For easy, the computer will be playing very slow, and will allow you to understand the game more, well getting better and better. Once you do get better, you will be able to challenge yourself by picking the medium game mode, to prepare you for the next, etc.
* This game is going to be finished within the span of the next couple months. I will be aiming to have it out of alpha by the end of June, this will give me 3 months to work very hard on it. Eventually I will be trying to make it multiplayer, so you can challenge your friends at different locations.

# What sets this project apart?

- <Reason #1> I have a lot to do, normally busy

- <Reason #2> Takes a lot of time to do/make.

## Core Gameplay Mechanics (Detailed)

### - <Core Gameplay Mechanic #1>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #2>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #3>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

# 

# Assets Needed

- Environmental Art Lists

- Paddle

- Mini rink

- Music

- Teams

## 

## - Sound

- Sound List

- Once someone scores a goal, it will make a crowd cheering sound

- Once puck hits paddle, make some hitting sound.

- Always have some classic hockey songs playing in background.

## - Code

- Character Scripts (Player Pawn/Player Controller)

- You move around the rink with your mouse, and if you hit the puck, it will go in the direction hit.

- Ambient Scripts (Runs in the background)

- Example

- NPC Scripts

- The NPC just goes in the direction of the puck, and will always hit it back to you, well trying to score on you as well.

## - Animation

- Environment Animations

- Example:

- Puck is hit with paddle

- Hockey nets

- Possible mini hockey rink.

- Character Animations

- Player

- Example moving mouse to hit the puck, in whatever direction they aim.

- NPC

- Example: moves towards the pucks direction to hit it back to the player.

-If the puck was hit to the left side, the NPC would start going towards the puck with a really fast reaction time. And, will hit it back to you. (The player)

# Schedule

### - <Object #1>

- Time Scale

- Milestone 1 = Get layout and design done by May

- Milestone 2 = Work on the details, and fix bugs by June

- Milestone 3 = Improve the performance and possibly test game with others, to take out of alpha.

-Milestone 4 = Have game done by July.