Gnome
BOCCE

By Steel Doughnuts

Bocce Overview

- Traditionally Italian Ball Sport
- Played on grass or asphalt on long courts
- Variable number of players
- Turn based - object is to have the ball nearest to the pallena
- Play until score of 11

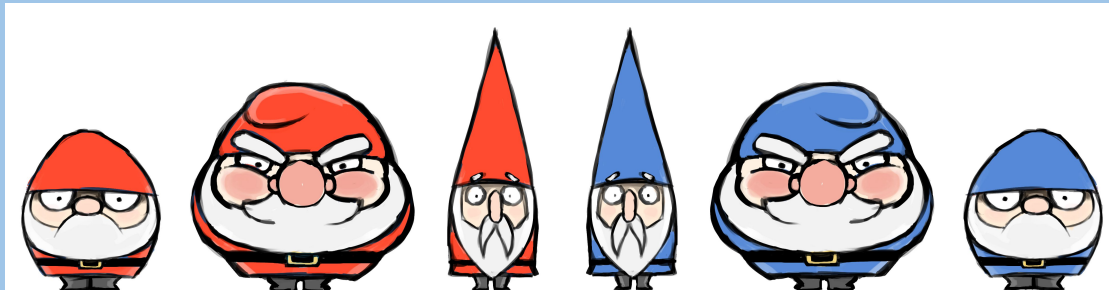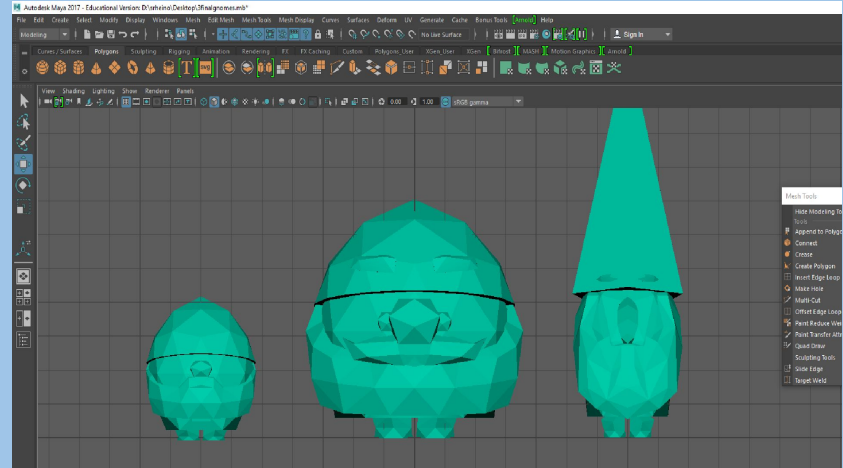https://cdn.victorytailgate.com/images/bocce-ball-game2.jpg

Game Overview

- Maintain the simple mechanics and casual fun of Bocce but add extra elements only possible in a video game format
- Mobile app accessibility
- Add strategy through obstacles
  - Flowers
  - Mushrooms
- Variant gnome types
- Animations, sound effects, visual effects

Art

- Low poly
- Bright, easily distinguishable colors
- 2D and 3D animations

Gameplay and Mechanics

- Pass phone back and forth
  - Player 1 will get to throw 2 of the flowers, and the first real gnome
  - Player 2 throws 1 of the flowers and the pallena
- Mushrooms generate after pallena is thrown
- Flower functions: Bush, Daisy, Dandelion
- Gnome Variants: Normal, Heavy, Dart
- AR Mode
- AI Opponent - Variable Difficulty

Technical and Design Innovations

- Throwables
- Vuforia integration
- Sprouting / surface rotation
- Many different collision possibilities
- AI Player
- Gnome Pro and Replay

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Questions and Demo