Game Design Document

# Game Overview

## High Concept (Elevator Pitch)

## This aesthetically pleasing version of Pong is designed with coherent colors and incorporates fitting music and sound effects. The players can absorb the feel of

## [A one or two sentence description of the game that captures the feel of the game. You want this to be accurate and exciting because it is what you would use to pitch the game to potential funders of the game as well as Steam or other vendor’s descriptions.]

## Game Summary

[Summarize the game you are going to be creating here. It gives context for the sections that will be coming up.]

# Gameplay

## First Minutes

[This section should detail what the player will see in the first couple of minutes when they launch the game and begin to play. Since this game is so small, think of this as more of a brief description of the first few seconds of gameplay. What do you want the player to immediately notice and feel?]

## Game Flow

[Use this section to describe exactly how you envision the game to be played and what order things will happen in. If you are feeling especially fancy you could even include a flowchart to help describe how the different parts of the game lead the player from one area or screen to the next, or a map.]

## Victory/Lose Conditions

[This section should be where you describe all the different scenarios that could end a segment of gameplay. For instance, if the game were about a brawl between players in a battle-royale game I might say the victory condition is when the players left in the game are all on the same team then that team wins.]

## Asset List [To be written by the Producer]

C:\Users\lydia.rogers\Desktop\Team 7 Pong\Pong

[Describe the feel of the game here and list out the assets that will need to be created for the project. Most of the heavy lifting will be done in the Art Style Guide that the Art Lead is responsible for yet the GDD has this section to list out the assets that will need to be created and how it pertains to gameplay.]

# Target Audience

[Describe the target audience of your game. Be specific about the demographics that the game should appeal to as well as the target ESRB rating. Note that for this project the game must not exceed a rating of E10+]

# Schedule [To be written by the producer]

## Day 1

The state of the game is barely touched, we got into teams and assigned eachother team roles. We have the basis of what to turn in canvas on day one. We chose a mood board, broke down sounds, distilled the board, started an asset list, and turned in whats required on canvas.

## Day 2

Our Trello list is updated and items have been moved into progression. We have started working on various jobs assigned to us by the director. The game is being worked on by our tech lead and the backgrounds will be made for the game. At the end of the day we should have our work turned in and a considerable amount of the game placed in.

**Tasks that need to be done today:**

**Art:** Backgrounds completed and place holder art put into the game but not implemented. (Alex is working on the place holder and backgrounds, Octavio is working on the logo and menu screen)

**Tech:** The start screen has working buttons and is able to go through the game. There needs to be a rule change added in as well. (Nick has implemented the title screen and made the buttons work.)

**Sound:** Placeholder music is in but not implemented. (Nick is in progress of making the music and put the placeholder music.)

**Tasks that could be started for tomorrow:**

**Art:** Referencing from thumbnails to make final backgrounds and final title screen

**Tech:** Edit placeholders to make obstacles and have the ball interact with the lamps

**Sound:** Start to add in sound effects to the game

**Milestone for tomorrow:** Prepare the game to be implemented, complete the art backgrounds and incorporate game mechanics to create the “new rule” [The background lamps are going to be obstacles that alternate between turning on and off, and will sometimes interact with the ball if they touch] Finish preperations today and prepare to build it tomorrow.

## Day 3

**Tasks that need to be finished**

**Art:**

**Tech:**

**Sound:**

**Tasks that will need to be started for tomorrow:**

**Art:**

**Tech:**

**Sound:**

[Describe what state the game should be in and list all the assets, code, art, etc. that should be done at the end of day/milestone three and by whom. Do not assign something to people until the start of each day!]

## Day 4

The game should hopefully be finished at this point. Art should be incorporated into the final version. Sound will be inserted into the playthrough. The game will be effectivley playable and whatever needs to go to canvas is turned in.

**Tasks that need to be finished**

**Art:**

**Tech:**

**Sound:**

[Describe what state the game should be in and list all the assets, code, art, etc. that should be done at the end of day/milestone three and by whom. Do not assign something to people until the start of each day!]