Game Design Document (Team 7)

# Game Overview

## High Concept (Elevator Pitch)

This stylized new version of pong is aimed at players who prefer simplistic game play. Our theme Blue City Studio has been designed for players to feel right at home.

## Game Summary

Our opening menu displays a background that includes furniture from a thematic studio apartment. The blue lamps act as the main buttons for the players to interact with. The gameplay is a basic game of pong with a twist. The reoccuring blue lamps in the background turn on and off performing as an obstacle for the ball when they touch. The players will compete until one player achieves 10 points. They will be rewarded with a themed background that tells them which player won.

# Gameplay

## First Minutes

Upon opening the game, our player is greeted by a very welcoming title screen, complete with soft pastel colors and comforting visuals. These visuals include comfey pillows and neat rounded cursive. The player is given two options: Play the origional, or play the version with the same welcoming asthetic.

The improved and adapted version boasts the same cosy visuals as the title screen, along with very pleasing asthetic. Their ears are tickled with soft auditorial cues. Cues that promote and ensure the relaxed atmosphere.

## Game Flow

## Victory/Lose Condition

If player 1 scores 10 points against player 2, a screen will pop up announcing that player 1 has won. If player 2 scores 10 points against player 1, a screen will pop up announcing that player 2 has won.

## Asset List

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

The game feels very much like a modern city apartment, and will need sprites, music, and design to match this. The art lead will work on the sprites, creating paddles, a ball, a border, a background (for all win/menu/game screens), as well as lamps for the obstacles and buttons (clicked and un-clicked)—all fitting within this blue city-style apartment aesthetic. The sound lead will create a 30 second looping track that adds to this ambiance. They will also create sound effects for all needed areas in the game, to really bring it to life.

# Target Audience

The intended audience is for all ages. Because the theme of this game is designed for the general audiences, it can cater to all players.

However, to narrow the scope of audience, this game will most likely be aimed towards teenagers who would like a more modern revamp of Pong.

# Schedule

## 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:** Backgrounds finished, title finished, logo finished, all put into the game (Alex will make them and add them into the game)

**Tech:** Put the game together with the backgrounds and the “new rule” (Nick saves the most technical aspects that will be in the final version for last after doing the sound)

**Sound:** put in sound for the original pong and the new pong (Nick will work on the sounds)

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

**Art:** Finish implementing all the backgrounds and edit the sprites to be in the game

**Tech:** When the game has been put together and playable, add the rest to it.

**Sound:** Sound effects organized and ready to place in the game and create sounds.

**Milestone for tomorrow:** Get in the basic aspects of the game so it can become playable.

## 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:** Art style guide is in the works, as well as the coalesence of the assets for the asset list.

**Tech:** Is working on fixing the ‘restart’ button so that it restarts the version that was just played instead of the one that was not.

**Sound:** Currently working on the sound effect for ‘Victory 2’.

**Milestone for TODAY:** Today we expect to finish the game! Or at least complete enough for proper presentation. All assets, code, art, and etc (Excluding optional decisions) should be finished. Art based goals will be completed by the art lead, tech based goals for the tech lead, and sound based goals for the sound lead. The producer will be sure to supervise them.