**Design Document for:**

**Pile it UP**

**Game Developers:**

**Sidney Mantwill**

**Jake Steckel**

**Claudia Gajes**

**The Ramsey Villarreal**

**Game Overview: Pile it UP**

**Common Questions**

**What is the game?**

This game is an endless stacking game where the player must time stacking moving blocks onto a tower, to build the the highest tower that they can. If the block stacking is mistimed, the “safe area” to land the blocks will shrink, making stacking a higher tower more difficult. The higher the tower, the higher score the player is rewarded.

**Why create this game?**

It is a fun endless game playing for a high score of the tallest tower

**Where does the game take place?**

The game takes place in an endless space. The main camera pans up the higher the tower is built.

**What do the players do?**

Players will attempt to stack their tower as high as they possibly can.  The only obstacle is that the blocks they must stack are moving from different directions at varying speeds. If the player is unable to hit their target platform perfectly, the surface area they are able to stack on will begin to shrink and thus make their tower harder to build upon.

**How many characters are involved?**

This is a single player game.

**What is the main focus?**

The main focus of this game is to build the highest tower with the blocks given.  The player should attempt to stack their tower as perfectly as possible to avoid the surface area of the tower blocks from shrinking.  Stacking the pile perfectly will make building the pile higher less difficult.

**Feature Set**

**General Features**

Endlessly high space to build tower

Blocks to stack tower

Blocks can get smaller as tower is stacked

3D Graphics

**Gameplay**

Blocks move over the top of the tower.

The player clicks or uses the spacebar to stop the block.

If only part of the block is placed over the tower, the part hanging over the edge is cut off. The remaining blocks that spawn will be of that smaller size, and the player will have a smaller base to land on.

If the block is placed perfectly on the tower, it is not shrunk, and future blocks remain that same size.

If the player misses the tower, the game ends.

The higher the tower, the higher the player’s score.

**Graphics and Audio**

The blocks will have different colors

Sound effects and music

**The Game World**

The game world is never ending until the user’s game is over. The game ends when the user’s block does not touch the tower when hitting the spacebar.

**Travel/Move**

Camera will pan upwards as the tower grows in height.  The stackable blocks will fly in from X and Z axises.

**Objects**

           The tower base

The moving blocks to stack onto the tower