

Game Title: BlackHole

Description:

This 3D version of pong where two players go face to face and try to get the most goals has all the same mechanics of pong however a unique mechanic of a blackhole. This element will spawn randomly and make the ball move even faster than it already is.

Genre:

Action, Sports

Platform:

PC

Developers:

Gabriel, Logan, Asad

Desired Game Mechanic:

We wanted an element that would change pong to make it more exciting. The blackhole is meant to add some randomness to the game sucking the ball in and throwing it in random directions. As well the fact players don't know where it can spawn in.

Objective Statement:

This prototype focuses on creating a 3D pong where players go face to face as well as adding a blackhole that will fling the ball to add randomness and complexity to the game.

Design Rationale:

We want players to experience a game that they felt very comfortable with as most people have played pong at one point in their life, without taking too much away from the actual game as it can be very easy to get carried away.

We wanted to stick to a simple mechanic that would be easy for people to figure out well playing to avoid confusion and frustration after a couple of rounds most people already understand what is happening.

As well we wanted the game to be fun for people to play. By adding a random element it can create surprise as well as memorable moments for players.