

GAME DESIGN DOCUMENT



PLINKO

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Gameplay

Overview of Gameplay

Plinko is a simple game where the player controls a ball in the top half of the screen and drops it through a series of pegs in the hopes that it lands in a certain section at the bottom of the screen. The player sets the risk and lets chance do the rest. It is a single player arcade style game. Luck is the Key Gameplay Feature. It is fun for short bursts and taps into the human desire to beat the odds.

Player Experience

You begins with the title screen, which is comprised of a “Start”, “Quit”, and “Settings” button. Pressing “Start” will begin the game. The level will resemble a large rectangular board covered with pegs that determine the path of the ball. You can control the ball’s X-axis movement using the arrow keys and can hover the ball over the pegs to set where it will fall. You can release the ball with the “Space” button. After that, you will see the ball fall through the pegs and its path is determined by the physics engine. If it lands in a “win” square at the bottom of the plinko board, you are given a wins screen and you are rewarded points. When your ball lands in the “lose” squares, you are given a loss screen, the game crashes, and you lose all your points.

Gameplay Guidelines

The game is intended for all audiences and thus must not include any adult references, obscenity, references to alcohol or tobacco, violence, or any other elements that violate the ESRB rating “E for Everyone”.

Game Objectives & Rewards

The player is given points for winning. The reward for getting a ball into the “win” square is a set number of points. Failing this objective erases your points and crashes the game. This will help foster a competitive environment for the game and give the incentivize smart play.

Rewards	Penalties	Difficulty Levels
Player is given a set number of points for getting the ball into the “win” square	The player’s previous points are erased and the game crashes as a penalty for getting the ball into the “lose” square.	The game has one set difficulty, though future versions may have a difficulty slider that increases the number of “lose” squares.

Control Scheme

Button/ Touch Input	Action it Performs
Right arrow, Left arrow, spacebar	Right arrow = move ball right, Left arrow = move ball left, Spacebar = release ball

