

Vision Paper

My project should represent a mobile game for an android device.

The game content: I will use the rollerball controller. This is a third person jump and “roll” game and the scope is to climb hill/mountains/ramps.

The player can collect coins during the gameplay. His goal is to reach the destination in a given time frame. On his way he will encounter obstacles and has to solve small riddles.

7 Unique coded game play or effect elements:

- Collect a key to open a door
- Triggers
- HUD (Clock – Countdown)
- Rotating collectables
- Spiral spring
- Moving obstacles
- Objects that react if the user remains stationed on them (object is falling down → plate)

7 Unique animations of visual effects

- Win animation
- Shining destination portal
- Dead zone (dim)
- By collection collectables – special effect
- Stress indication when the remaining time is low
- Terrain effects (water reflection)
- Glimmer effect sounding the ball when the ball has abilities

1 Unique effect which changes the behavior of the roller ball

- wide jump by entering a specific field

Time estimation: 70 hours at home

16. January 2017: Submission of the project and presentation

Sketch:

