



## BONAFIDE CERTIFICATE

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This is to certify that record of course work is a bonafide work done by **Ajil Pappachan**, ID No.: **2018UG03077**, in partial fulfillment of the requirements for the **2nd year B.Sc. Game Programming** during the academic year **2019 – 2020** is the original work of the candidate.

Submitted for the **MOBILE TECHNOLOGY** assessment held on \_\_\_\_\_.

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**Verified By**

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**Staff  
In-Charge**

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# GAME DESIGN DOCUMENT

## *Ball and Number Paddles*

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# INTRODUCTION

Bricks and Number Paddles is a 2d arcade game for Android platform. The game is based on the traditional ball and brick game with the exception that each brick has a health or life and the player or the ball must hit the break that many times to break it.

# GAME DESIGN

|                 |   |                            |
|-----------------|---|----------------------------|
| Game Name       | : | Ball and Number Paddles    |
| Genre           | : | 2D Arcade Level Based Game |
| Target Audience | : | Teenagers, young adults    |
| Target Platform | : | Android OS                 |

## **SOFTWARE SPECIFICATIONS**

Operating System: Android Operating System Version 4.4 or above

API: OpenGL

## **HARDWARE SPECIFICATIONS**

Android Smartphone

RAM Size: 4 GB

## **BUILT ENVIRONMENT**

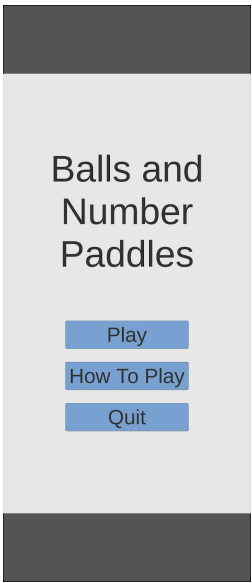
Unity Game Engine

Android SDK

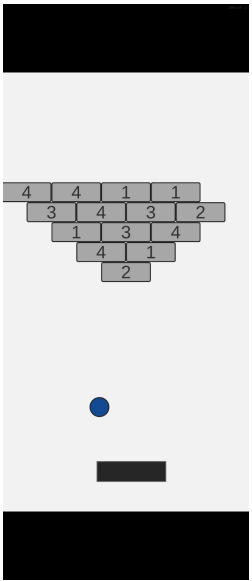
Java JDK

Photoshop (For Assets)

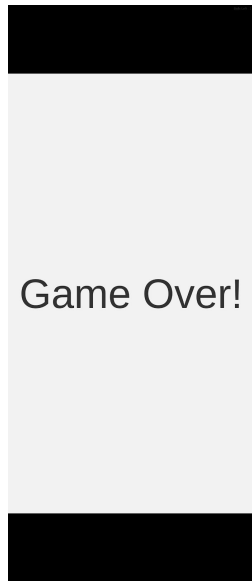
# PITCH DESIGN



Main Menu

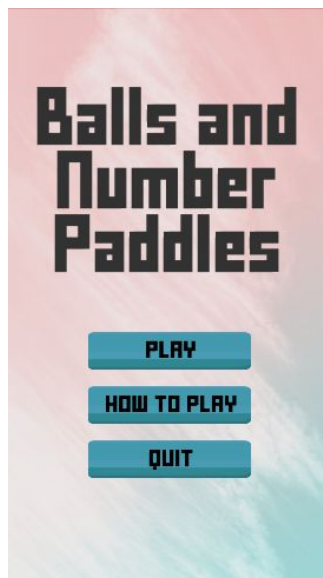


Gameplay

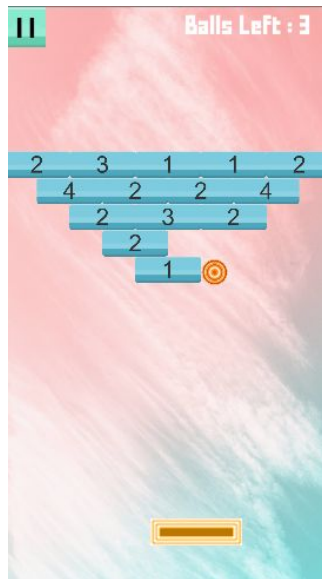


Game Over

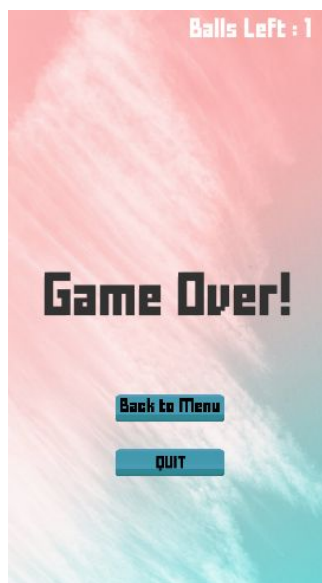
## FINAL GAME DESIGN



Main menu



Gameplay



Game over

## GAMEPLAY

The game is a 2D Mobile Arcade game. Tap on either side of the screen to move the board. Hit the Bricks to break them. Destroy all bricks to advance to next level. You have Three lives each level. You Lose if you lose all lives