

GDD: SLAP OR ELSE!

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SUMMARY

ELEVATOR PITCH

Ever played Slap Jack? It's the playing card game where you slap on Jacks. Do you have trouble with your slapping reaction time? Well, this game is here to help with that. Cards will come at you, and your job is to practice slapping those jacks, doubles, and sandwiches as quickly as possible. Remember, don't take too long...or else!

DESCRIPTION

Think of this game, like a brain-training game. In recent years, interview games have become a thing. This game is similar to these games, in the fact, that they require the player to perform a very simple task, but requires an increased amount of attention and focus. The more, the player plays, the more they train their brain, and the more they get better at the game.

The player will be required to slap the table, whenever a jack, double, or sandwich occurs. A jack is the card "jack". A double is when two of the same card value occurs. A sandwich is when two of the same card value is put down, but before the same second value, a different card is put down. Card suit does not matter. Points will be awarded if the player slaps correctly and on time. Points will be removed if a slap is missed and if the player slaps incorrectly. The game will occur on the "table", aka the playing field and what the camera will show.

This game will have the following features:

- Card Making
- Randomized Card Dealing
- Slap Timer
- Score Counter
- Storage of Past 3 Cards
- Game Timer

The game will be built using the Unity engine and will consist of 2D art. I am unsure whether I will publish the game. (I will look into building a multiplayer game and publishing it, if I find that is possible within my time availability and financial limitations.)

FEATURES

Below is a detailed description of each features:

- **Card Making** I will be using a Playing Cards sprite to create my cards. I plan to have a full deck of 52 cards. Each card will have an identity, based on the suits and value. I will have to pair the cards with its corresponding card sprite.

- **Randomized Card Dealing** The card will need to come in a randomized order. I will have an array that will store the 52 cards and by using `Random.Range()`, I will randomly pull cards from the deck. I plan on making this feature without deleting cards as they have been dealt because in the game of Slap Jack, the cards don't really go by the deck since cards are reused as players go around.
- **Slap Timer** The player must use the spacebar to slap whenever a jack, double, or sandwich occurs. I will have a public float variable that will detail how long a player can take to correctly slap on time. If a player does not slap within that amount of time, it will be reflected in the score. This will require me to track the time and detect a slap.
- **Score Counter** For every correct slap, the player will be awarded 10 points. For every incorrect slap, they will lose 10 points. For every missed slap, they will lose 5 points. In order to correctly award and remove points, I will need to check each of these criterias.
- **Storage of Past 3 Cards** Because I have made the game for doubles and sandwiches, I need to store at least 3 cards back, including the most recent card, to detect when this occurs. I will use an array and basically, make the "table" hold 3 cards at a time. As cards are added on to the "table", I will remove one from the bottom. All in all, there will always be only 3 cards on the "table", except for the period of the first 2 cards being dealt.
- **Start and Exit Game** The game will start if the player presses "play" on the "table". The game will continue until the player chooses to end the game by pressing "quit".

ART

- Playing Cards Sprite - <https://yaomon.itch.io/playing-cards>

SOUND

- N/A