**Blackout Bingo**

## Overview

# Concept

An online competitive bingo which adds **reflexes** and **planning** as the keys to winning.

# Features

As in bingo, each player is handled a board of **5X5** filled with numbers within a certain range **Y** of integers. After every **X** number of seconds, a random new number from the range is pulled out and displayed. After a certain **T** time passes, the game ends.

Each player is able to select any of the numbers he has on the board at any time. If the number is matching the last number pulled from the **Y** range, he scores an amount of points based on the time it took him to do so (faster is better). In addition, a streak if correct clicks help fill a meter which allows some special powerups, who would help the player score higher. Scores are also scored by having a diagonal, horizontal or vertical full rows.

# Management Tools

Unity based game. Using Git for version control, PUN2 for online functionality and TMP for better looking UI elements.

# Test Plan

Checked locally and offline the core game mechanics.

Check with a server plus one player.

Check with a server plus two simultaneous players.

Out of Scope -   
Server / Player Crush / Log off.  
Expected result – should not crush the game for the other players. At most it could be a momentary delay in the gameplay.

## Art

# Concept Art

something

# UI

Asd

## Mechanics

# Progression

The score

# Core Loop

Asdas

# Challenge

Sad

# Out of Scope

Security/anti cheaters measures.

# Actions

Pregame Server –

Initiate the game when enough players have joined

Game manager / Server –  
Generate random game boards

Pull a new number and display it  
Display scores by the end of the game

Pregame player –

Allow name change

Join game

Player –

Click to earn points

Click on possible bingo numbers

Declare a Bingo

Fill a progress bar

Use a powerup  
Announce a game over if all numbers were picked up, or if local time ran out  
  
Bingo Number –

Be clicked – if is valid score points, fill meter etc.

Indicate status – not used, clicked correctly, clicked incorrectly (and return to not used)  
  
Timer -  
Show the current player’s time left for the game  
  
Score Display –

Format points and display them

# Screens

Server Main menu

Player Main menu

Player in game board

Player special power up screen

End game scores

# Controls

## Mouse based only. Audio

# Sound Effects

Asda

# Music

Asdasd

## WorkPlan

# Basic Player interaction – Have a timer with a popup. A score is based on the speed of the click. (Limited UI)

Timer -  
Show the current player’s time left for the game

Score Display –

Format points and display them

Player –

Click to earn points

Fill a progress bar

# Bingo board creator, with pulling new numbers and displaying them

Player in game board

Game manager / Server –  
Generate random game boards

Pull a new number and display it

Bingo Number –

Indicate status – not used, clicked correctly, clicked incorrectly (and return to not used)

# Combining the two and scoring only when the desired number is clicked.

End game scores

Player –

Click on possible bingo numbers

Announce a game over if all numbers were picked up, or if local time ran out

Bingo Number –

Be clicked – if is valid score points, fill meter etc.

Game manager / Server –  
Display scores by the end of the game

# Adding Bingo declaration functionality.

Player –

Declare a Bingo

# Separation into Server and Clients

Server Main menu

Player Main menu

Pregame Server –

Initiate the game when enough players have joined

Pregame player –

Allow name change

Join game

# Allow score progression

# Add Power ups

Player special power up screen

Player –

Use a powerup

# Improve final look, including ui and audio.