

Elastic

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Concept, Rules and Requirements

Concept

- The player must bounce a ball using walls that they can place down
- The goal is to guide the ball into a goal that completes the level
- Each level will have two parts:
 - Part 1: Player gets to move around a paused version of the level and place walls to create a path to the goal
 - Part 2: Camera switches to a top-down view, level unpauses and the ball spawns
- There will be multiple levels increasing in difficulty and complexity

Concept, Rules and Requirements

Rules

- Player can move around the level using WASD and is bounded by the level's environment/layout
- Player can place walls using the "E" key
- Player begins/unpauses the level after placing walls by using the Spacebar
 - This will switch the camera to a top-down perspective
 - Player watches the ball bounce on the walls they created, and if it reaches the goal they move onto the next level
- The win condition is bouncing the ball successfully into the goal within the time limit
- The loss condition is bouncing the ball into a hazard or running out of time

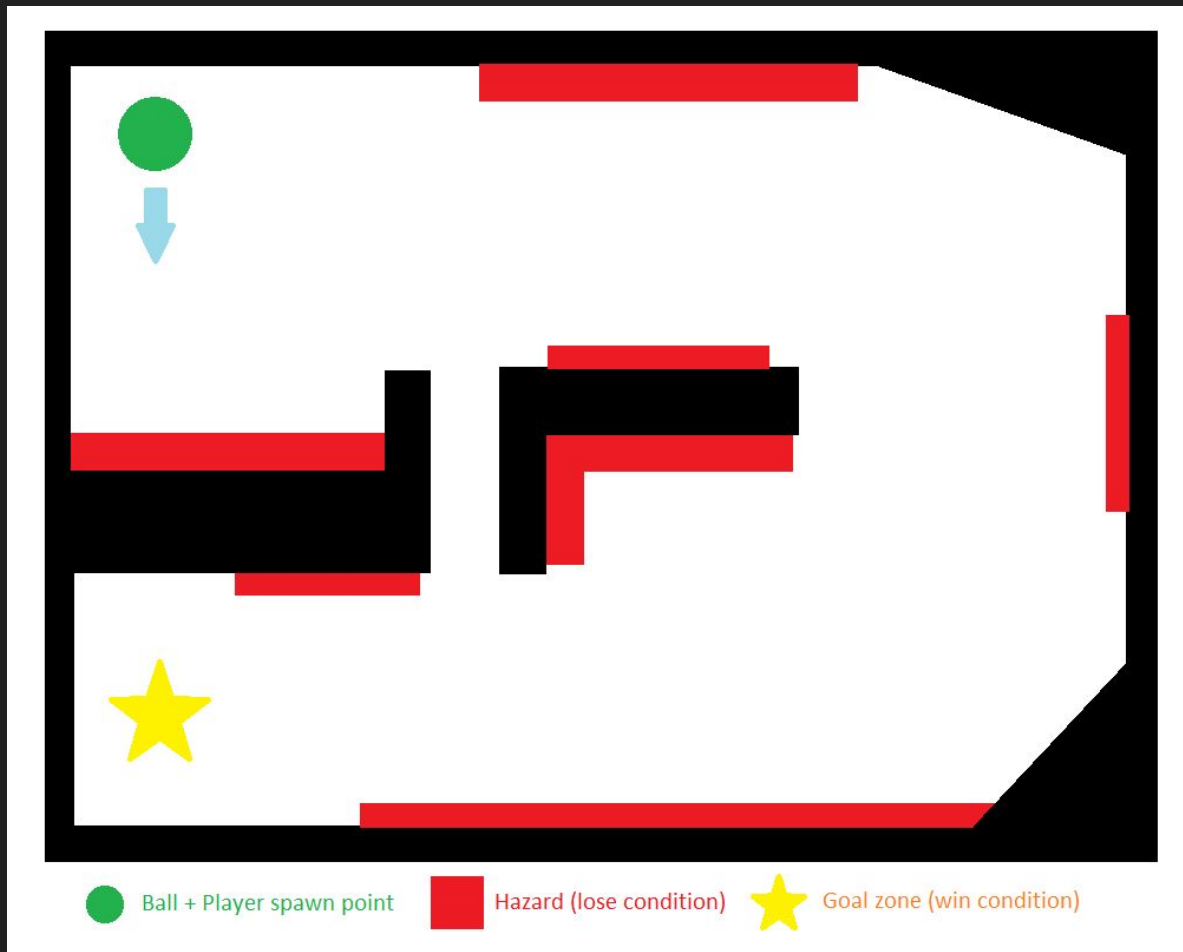
Concept, Rules and Requirements

Requirements

- Terrain + layout for each level
- Player model
- Ball model/texture
- Wall model + texture
- Spawn points for the ball + player
- Goal zones
- Game manager
- GUI
- Interactive scripts

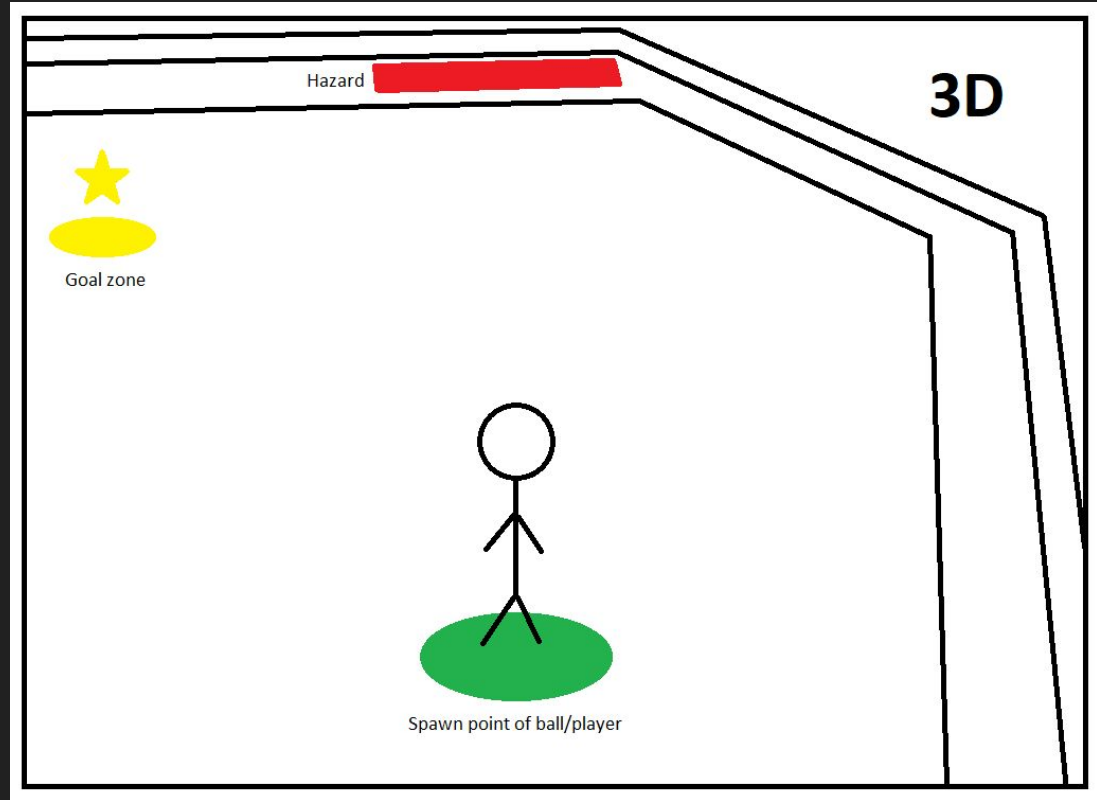
Game Layout

Example of a level (without player-created walls)



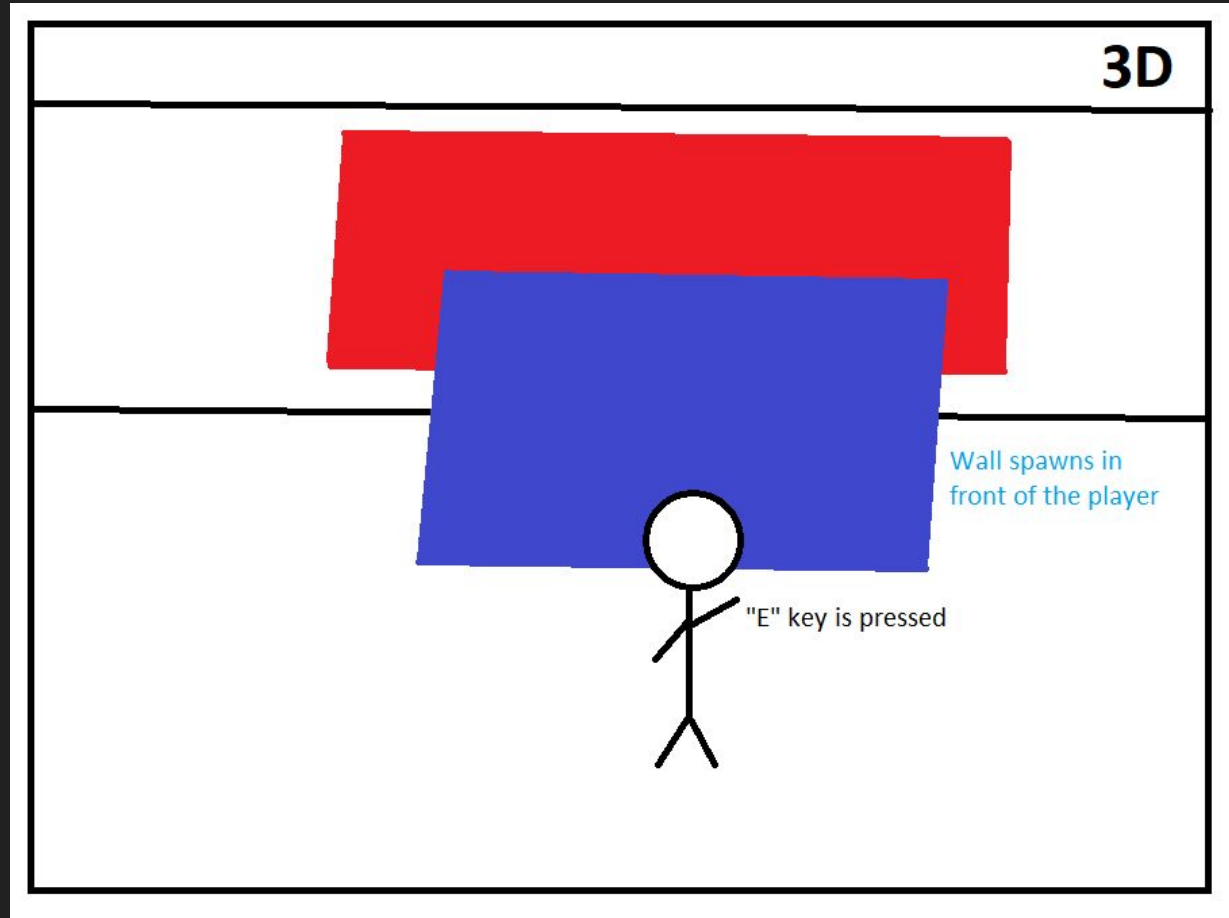
Start

Upon pressing the start button, the player will spawn in the 3D environment of the level in a third-person perspective. They can move around and look at the level.



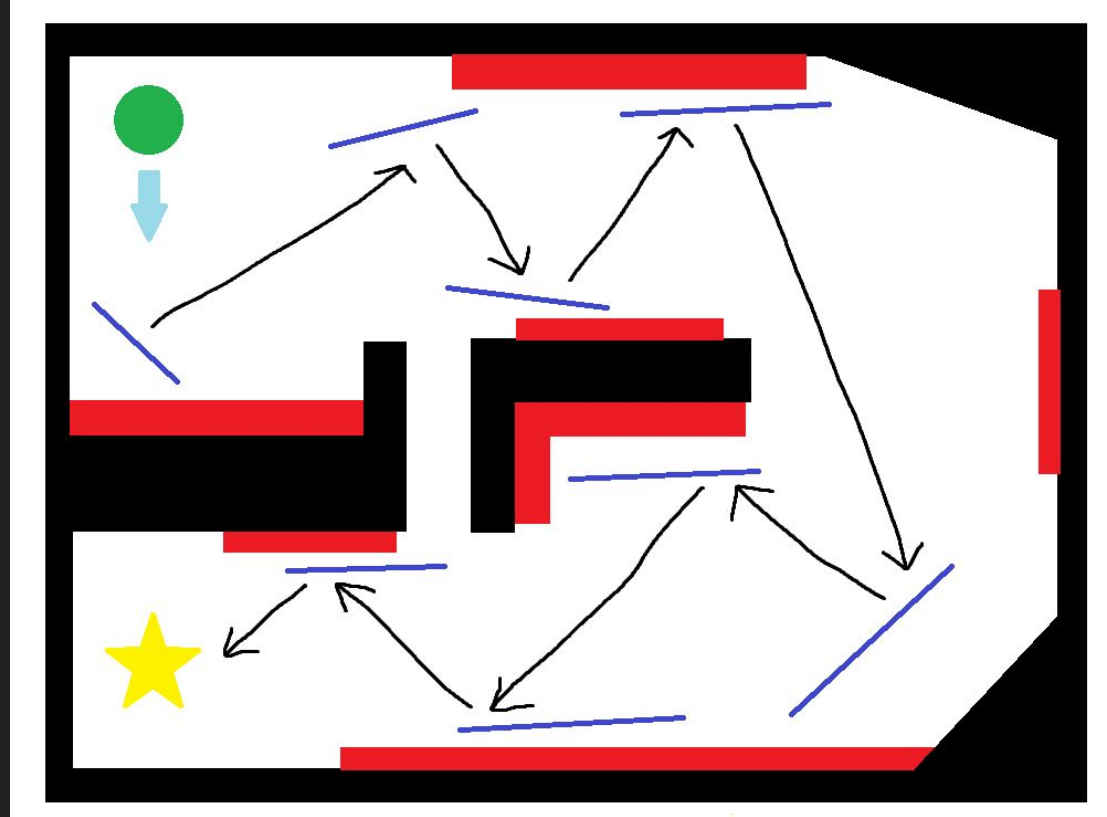
Gameplay

This shows how a player would place a wall in the first phase of gameplay.



Gameplay

When the player is ready and presses the Spacebar, the camera switches to a top-down perspective, the player model disappears, and the ball bounces until it either reaches the goal or hits a hazard.



End

The level ends when the ball reaches the goal, hits a hazard, or the time limit hits 0.

Level Complete!

Time: 23

NEXT LEVEL

On level completion

Level Failed

Time: 23

TRY AGAIN

On level failure