



Game Design Documentation

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Game Overview

Introduction

In this 2D game, the player is a student from Brooklyn College and they just received their grades from their professors. The student is outrage by the grade they received. Luckily Brooklyn College is holding an event to raise money where they professors and trustees sit in a dunk tank. The student decides to attend this event to get his revenge and there is a special surprise for the trustee.

Objective

The objective is to throw a ball at a target, if it hits, the professor or trustee is drop into the tank. Your goal is to dunk as many professor and trustee into the tank and get higher score than other students.

Genre

Aim & Shoot Game

Features

- 2D game
- First Person View
- Single Player
- Fix Camera View

Platform

It can be supported by most operating systems (e.g. Mac, Windows).

Intended Audience

The intended audience of this game is primarily for Brooklyn College students or any college student who want to dunk a professor or trustee into a tank. It's a casual for both genders.

Language

The game will only be in English.

CORE GAME MECHANICS

Screen Size

1280x720

Single Player

Player controls the student in a first person point of view.

Control

The spacebar is pressed to stop the bar on the slider.
The mouse is used to select game and high score buttons.

Balls

The player is given different amount of balls each level. Which is the number of chances the player can dunk the professor.

Level 1 - 5 balls per professors

Level 2 - 4 balls per professors

Level 3 - 3 balls per professors

Level 4 - 2 balls per professors

Level 5 - 1 balls per professors

After 5 levels the ball is reset to 5 balls per professor.

Timer

Player have 20 seconds to hit each professors. Decreases by every level.

Slider

The slider is 200px by 40 px rectangle and it is broken down in three sections, red, yellow, and green.

Bar/Line

The bar goes back and forth on the slider. The player must press the spacebar to get the bar closes to the green section of the slider. The bar moves faster after every 5 levels. *Speed need to be implemented and tested.

Quad

The background of the game is the Quad building of Brooklyn College.

DunkTank

A tank fill with water where the professor gets dunk, or a tank fill with acid where the trustee gets dunk.

Score

Keep track of how many points player received. If player hit the green section of the slider, player get 1000 points, yellow section 500 points, and red section 0 points.

High Score

Keep a record of the top 10 highest score.

Target

When the bar is on the green section of the slider. It shows an animation of the ball hitting the target or bullseye. When the bar is on the yellow section, the ball touches the target but no bullseye. It's a completely miss when the bar is on the red section of the slider.

Characters

Professors

They wear khaki shorts and a white shirt and maybe a tie.

Trustees

They wear suits before they go in the water and come out as a skeleton.

Interface/Gameplay

The game begins by opening up with the main background and a menu overlayed on it. The player can select one of three choices. They can select to start the game, see how to play the game, or view the high scores.

