Game Design Document

[DIRECTIONS ARE IN RED, THOSE SECTIONS ARE TO BE WRITTEN BY THE CREATIVE DIRECTOR AFTER CONSULTING WITH THE TEAM. PLEASE READ THIS WHOLE DOCUMENT HOWEVER AS IT HAS INFORMATION ABOUT THE FRAMEWORK THAT YOU WILL BE USING. RED TEXT IS FOR INFO AND SHOULD BE REMOVED BEFORE YOU SUBMIT. THIS IS A LIVING DOCUMENT AND SHOULD BE UPDATED TO CONTAIN ART ASSETS AND DIAGRAMS TO SUPPORT THE WRITING THAT YOU ARE DOING. A PICTURE CAN CONVEY INFORMATION MUCH QUICKER THAN WORDS CAN.]

# Game Overview

## High Concept (Elevator Pitch)

## [A one or two sentence description of the game that captures the feel of the game. You want this to be accurate and exciting because it is what you would use to pitch the game to potential funders of the game as well as Steam or other vendor’s descriptions.]

Lo-Fi, Tropical Synth Pong. For the new version, as the game gets more intense over time, either by speeding up the ball, reducing the size of the paddles, or by adding more balls after every time someone scores.

## Game Summary

[Summarize the game you are going to be creating here. It gives context for the sections that will be coming up.]

Our theme is a night time tropical setting. Lo-Fi background music with static wave sounds. Synth sound effects for ball impacts. The intensity of the game will increase over time, either by increasing the speed of the ball, reducing the size of the paddles, or by adding more balls after every time someone scores.

# Gameplay

## First Minutes

A ball starts in the middle of the screen. There are 2 paddles that can be moved with w/s and up/down respectively. Upon pressing space, the ball will launch in a random direction. It bounces off both paddles and the top and bottom of the screen. If the ball crosses the edge of the screen on one side, the score on the opposite side increases by 1. Once a score reaches 10, the player of that side wins the game.

## Game Flow

[Use this section to describe exactly how you envision the game to be played and what order things will happen in. If you are feeling especially fancy you could even include a flowchart to help describe how the different parts of the game lead the player from one area or screen to the next, or a map.] We expect the game to start at the title screen, naturally. There are two game modes they can choose from, classic or shrink. In classic, the engagement curve stays consistent in the gameplay. The real spike in engagement comes from whenever someone gets a point, because the stakes get higher as your opponent is in the lead.

## Victory/Lose Conditions

The game ends if a player gets a score of 10. The players are then taken to a screen announcing the winner.

## Asset List [To be written by the Producer]

<https://digipen824-my.sharepoint.com/:x:/g/personal/conor_brennan_digipen_edu/EScCtKgDDSpFhRkSZNB4PEsB3TN3Q9PToHwOQBYzJ9a5Ig?e=vlp08z>

# Target Audience

Pong is a timeless game that can be enjoyed by anyone, no matter their experience with games. Its gameplay is simple yet engaging enough to appeal to just about anyone. Also, it’s pong. There’s no way it’s getting above an E rating.

# Schedule [To be written by the producer]

## Day 1

* + Form teams
  + Get Documentation done
  + Trello set up
  + Git Hub Repository Set Up
  + Make sure everyone is on repository and Trello
  + Everyone plays base game

## Day 2

* + Make assets
  + Makes effects/minor rule change
  + Test assets in local (not committing) base game as done
  + Iterate

## Day 3

* + Implement assets
  + Test project
  + Fix bugs
  + Iterate
  + Create particle effects
  + Finish theme music
  + Finish art
  + Finish shrinking script

## Day 4

* + Make sure there are no bugs
  + Make sure all assets are implemented
  + Finalize game
  + Submit github link to Canvas! Do not delete this repository ever.
  + Submit all documentation to Canvas
  + *Present what you got done!*