NINJABALL

<Your Company Logo Here>

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# Overview

## Theme / Setting / Genre

feudal japanese robot pinball platfomer.

## Core Gameplay Mechanics Brief

- <Gameplay Mechanic #2>

- <Gameplay Mechanic #3>

- <Gameplay Mechanic #4>

## Targeted platforms

Android and ios

## Monetization model (Brief/Document)

- <Monetization Type> (Premium, Paid Alpha/Beta/Final, Ad Driven, Micro-transactions, Subscription, etc.)

- <Link to Monetization Document>

(How do you plan to monetize the game?)

## Project Scope

- <Game Time Scale>

- Cost? (How much will it cost?)

- Time Scale (How long will it take to make this game?)

- <Team Size> 5 people

Dawid

- Team Member name?

- What does he/she do?

- <Cost to employ them full time or part time>

- Etc.

(List as many marketing team members as you need to)

- <Licenses / Hardware / Other Costs>

- <Total Costs with breakdown>

## Influences (Brief)

### - Super Meat Boy>

Simple controls mixed with an easily moveable character and a strong feeling of momentum without sacrificing player control.

### - <Space cadet pinball>

Objects that interact dynamically with the player and pinball theme.

### - < >

- <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain Why in 1 Paragraph or less/

- /Explain why this is an influence in 1 Paragraph or less/

## The elevator Pitch

NinjaBall is a pinball inspired mobile platformer aimed to bring fans of this genre to the mobile platform, we aim to simplify the controls of platforming gameplay in order to better suit mobile while still providing enough complexity and challenge to keep players engaged.

## Project Description (Brief):

Ninjaball is a platformer designed to use the mobile platform to its fullest. Using this we decided to make more vertical based level design than most standard platformers as well as more simplified controls. We used only left right and jump buttons in our design and aimed to provide complexity using our level design, we want to allow the player more expression through their interactions than their actions.

To create this complexity we needed objects and obstacles that interact with the players own mobility in dynamic ways, the flipper and bumper were designed with this in mind the to provide the player with speed and momentum while still allowing a degree of player control through mid air movement. The spring while mostly used just for level transition can also be used to provide the player with some intitial momentum upon entering a level

## Project Description (Detailed)

<Four Paragraphs or more If needs be>

<No more than six paragraphs>

# What sets this project apart?

- <Reason #1>

- <Reason #2>

- <Reason #3>

- <Reason #4>

- <etc.>

## Core Gameplay Mechanics (Detailed)

### - <Core Gameplay Mechanic #1>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #2>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #3>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #4>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

# 

# Story and Gameplay

## Story (Brief)

Travel to the top of the tower to defeat the evil shogun.

## Gameplay (Brief)

Platformer gameplay using pinball inspired obstacles.

## Gameplay (Detailed)

Our platforming gameplay will take place in tighter more compact levels than most standard platfomers.

We will also use more verticality in our levels as well.

Platforming controls are inspired by super meat boy in that we tried to maintain a sense of speed and momentum while also giving the player a lot of control over movement both on the ground and in the air.

Our use of pinball inspired obstacles such as bumpers flippers and springs are used to capitalise on the momentum based platforming.

# Assets Needed

## <assets made allready>

## - Sound

<bumper noise :classic pinball gameplay by theshaggyfreak on freesound.org >

<spring noise :classic pinball gameplay by theshaggyfreak on freesound.org >

<flipper noise :1977 Bronco pinball by schafferDavid on freesound.org >

- Sound List (Player)

- Character Movement Sound List

- Example 1

- Example 2

- etc.

- Character Hit / Collision Sound list

- Example 1

- Example 2

- etc.

- Character on Injured / Death sound list

- Example 1

- Example 2

- etc.

## - Code

- Character Scripts (Player Pawn/Player Controller)

- Ambient Scripts (Runs in the background)

- Example

- NPC Scripts

- Example

- etc.

## - Animation

- Environment Animations

- Example

- etc.

- Character Animations

- Player

- Example

- etc.

- NPC

- Example

- etc.

# Schedule

### - <Object #1>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Object #2>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Object #3>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Object #4>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.