

DVR Bowling Design Document

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1- Summary

The main concept of this game is to drop all pins in the lane in one or two hits at maximum. But you need to have knowledge about physics to achieve X in one hit.

2- Scenes

The game will consist of 1 scene:

- 1- Bowling Club that has many lanes to play.

3- Theme

The them will be attractive with lights and emissions, and balanced colors.

4- Graphics

Main color: Red with shades of it.

Second Color: Blue as it matches with red and comfortable to eye.

Art style: realistic graphics

5- Audio

Rolling ball and pins strike

6- Development

- 1- Ball moving and Respawn Script.

- 2- Hand animation Script.
- 3- Protect moving to clear plane Script.
- 4- Pins lift and reposition Script.
- 5- Teleportation script.

7- Schedule and milestones

- 1- Game prototype
- 2- Building the scenes
- 3- Adding game mechanisms
- 4- Fixing the lightning
- 5- Polishing the game
- 6- Testing the game
- 7- Publishing the game