



VRND - RUBE GOLDBERG GAME

Eric Zavesky - April 2018 - Game Planning



core graphic - <https://flic.kr/p/4cov7>

BACKGROUND

- User persona fits children-based interaction, but mild amusement by adults
- Gameplay as a toy + marble run assembly
 - Each "stage" is a dependent level in the marble run stack
- Setting is playroom from floor
 - Should allow viewership of completed stages for fun and reward

USER PERSONA AND NEEDS

- Adriana - ~7 yr old
- Goals: TBD
- Experience: TBD
- Requirements: TBD
- Visually interesting



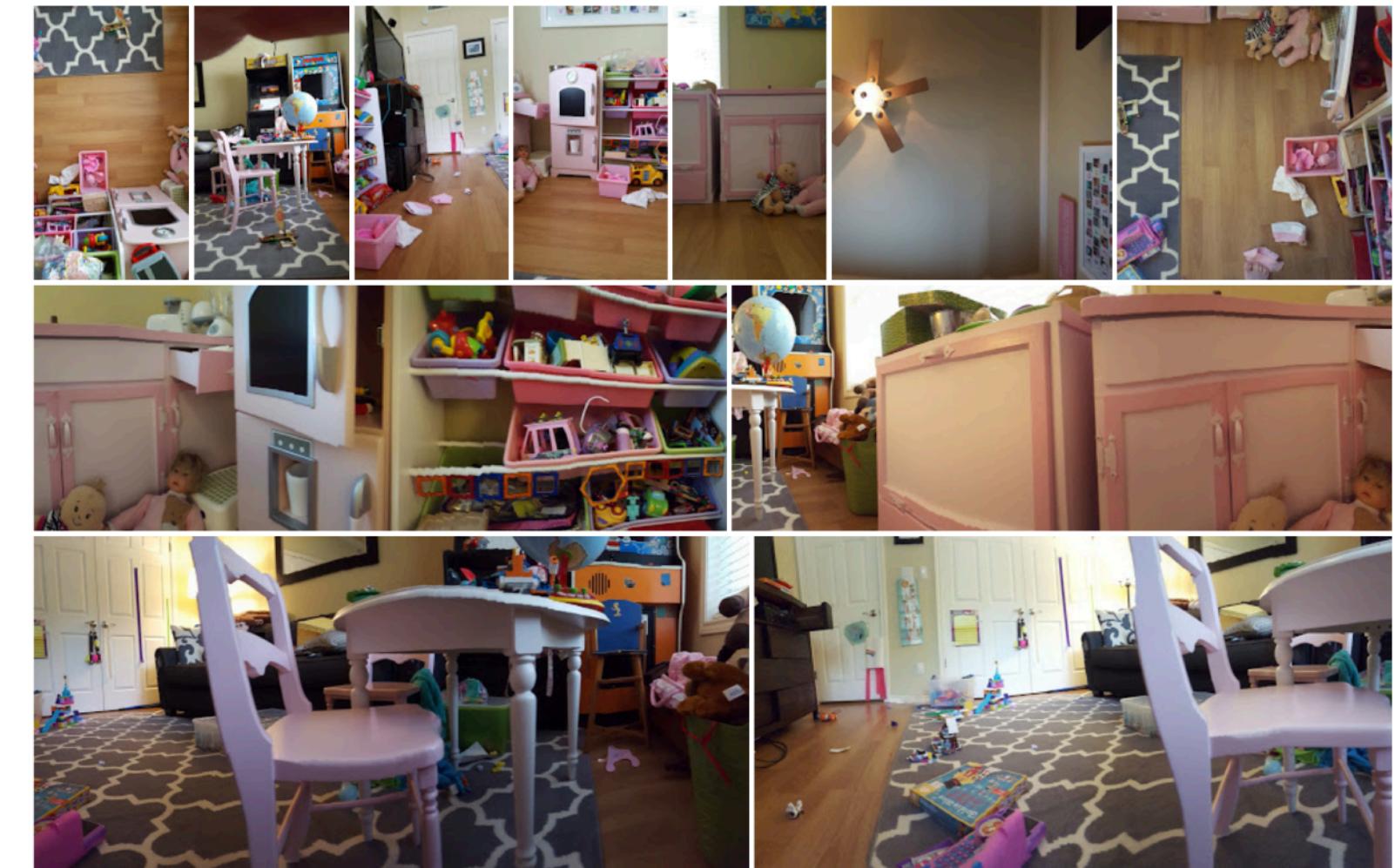
GAMEPLAY

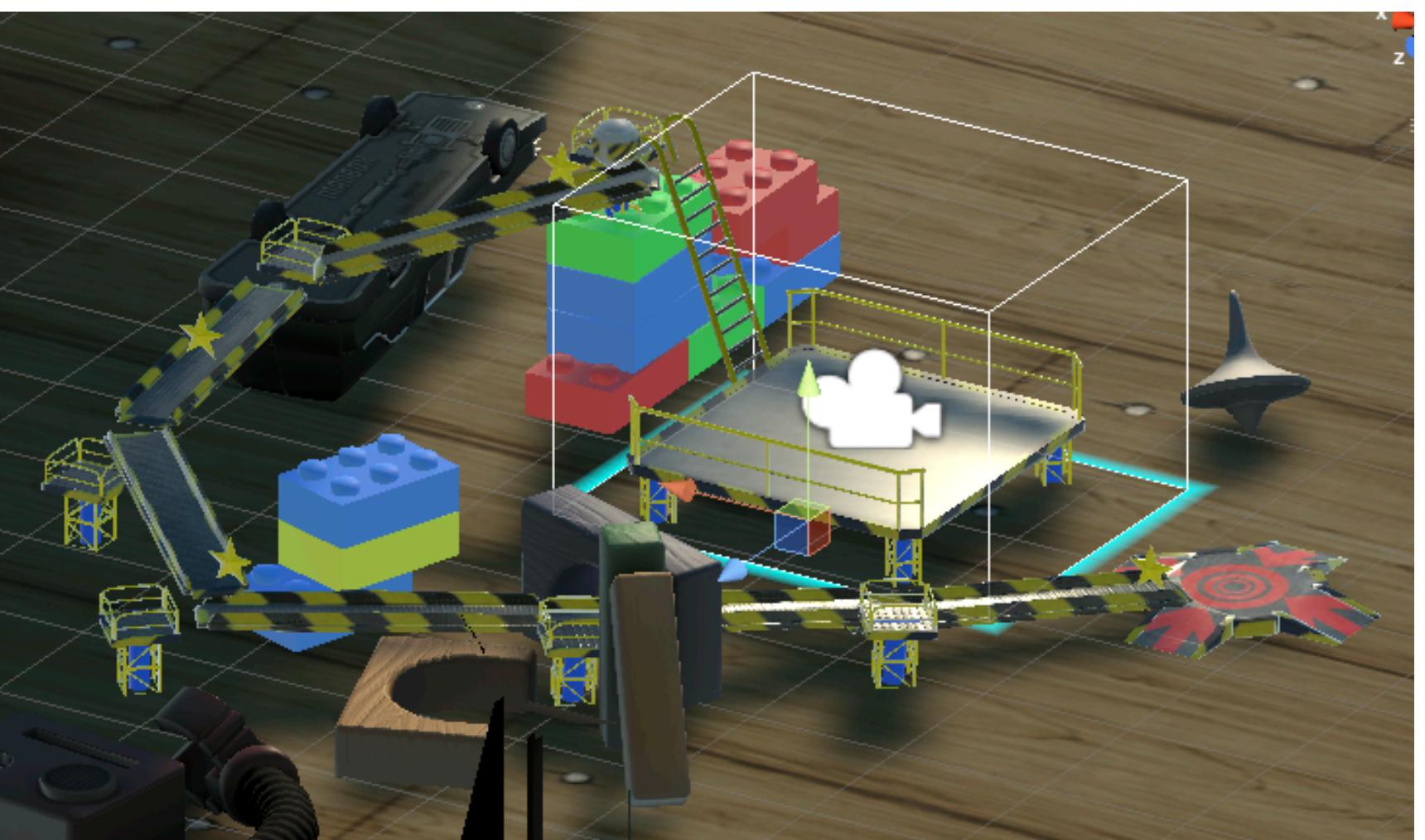
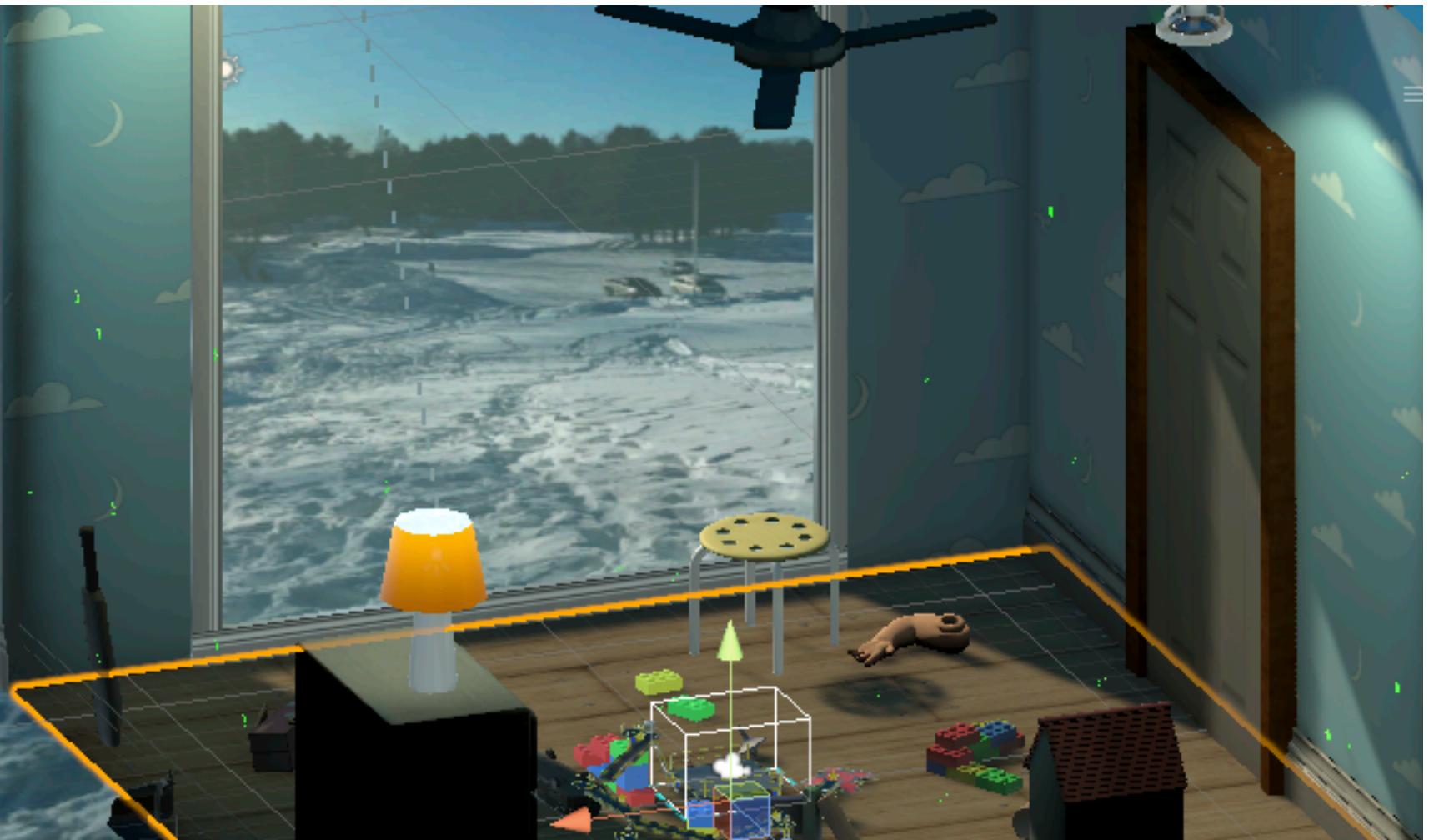
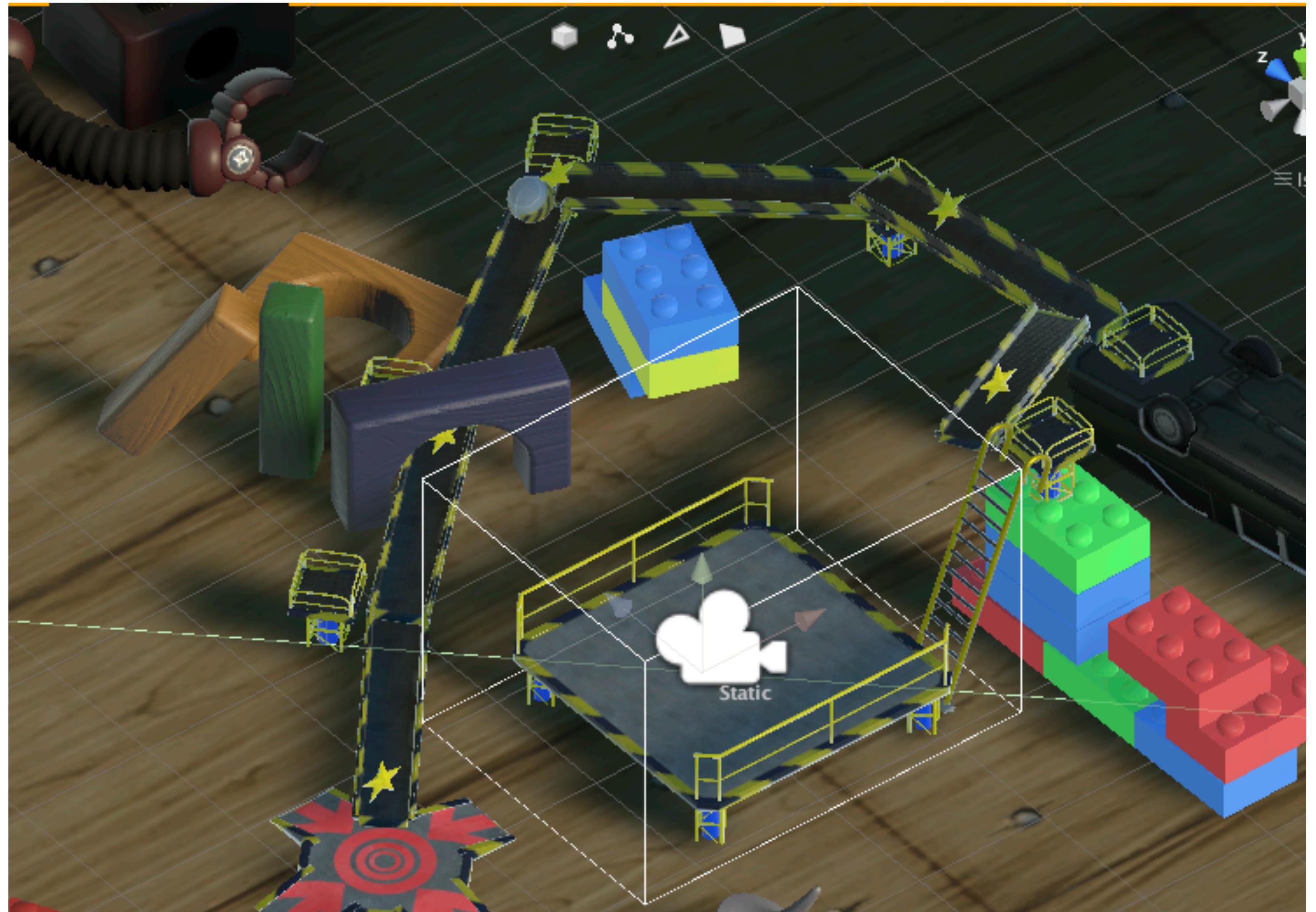
- Marble run with different parts and lengths of solutions
- Allow hovering pads along game play to allow user positioning and fixed placement of the marble
- User can place marble in the marble run at any time but it will be just a simulated / fake marble, but it will collect stars
- Final marble run will be activated by connecting all pieces and returning to the start



STAGES

- Toy room skybox with gradual building of marble run
 - Ideal: keep user progress, show final marble on all stages
 - Ideal: allow fly-by visualization of completed structure
- User is scale of toy soldier (example of Unity Zombie Toys demo and playroom photos)
- User interaction pointers should be plastic arms





Example room with first stage example in place. Subsequent stages will build "up" and allow user to review marble running down each stage upon completion.

SETTING

- Toy room skybox with gradual building of marble run
- User is scale of toy soldier
- User interaction pointers should be plastic arms