Game Design Document

# Game Overview

## High Concept (Elevator Pitch)

**An intense parody of pong, the first game. Extremely fast paced with a completely new aesthetic, its amazing that the game can keep to its roots.**

## Game Summary

**The game will be a chill game of pong taking a lot of gameplay mechanics and some art from the original game. There will be change in one game play mechanic (Speeding up the game as time goes on) to make the game significantly more intense as the game continues.**

# Gameplay

## First Minutes

**The game will begin as a normal pong game gameplay wise. However, the art and music portray a chill (that was a pun) ice cave with an ice crystal ball bouncing between the paddles.**

## Game Flow

**The game will begin relatively slowly and be pretty “chill” however the game will speed up and quickly become much more intense.**

## Victory/Lose Conditions

**The win/lose condition is when one player reaches 11 points. Points are earned when a player puts the ball past the opposing players paddle.**

## Asset List

<https://docs.google.com/spreadsheets/d/1p3AaemwDXmcbL9981PzKjXxFWR2ib2narD3zAaaY43o/edit?usp=sharing>

This game is meant to have an ice cave/crystal sort of feeling, and a 64-bit pixelated aesthetic. This is accomplished with sprites created in piskel and many cool colors in the shapes of crystals.

# Target Audience

**This game is perfect for all ages, from the young gamers who are looking for a modern twist of one of video games roots. To the older players who are looking for maybe some nostalgia. This game would be rated E for everyone.**

# Schedule

<https://docs.google.com/spreadsheets/d/1p3AaemwDXmcbL9981PzKjXxFWR2ib2narD3zAaaY43o/edit?usp=sharing>