AIR BALL

A picture containing text, clipart, vector graphics

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# 1 Game Overview

Title: Air Ball

Platform: PC Standalone

Genre: 2D Ball game

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Release date: April 27, 2016

Publisher: UNITY

Description: Air ball is a two-dimensional game. In this game the player controls the ball in order to overcome the challenges and reach the finish line.

# 2 High Concept / Genre

The basic genre of the game is to control the player ( ball) and make precise decisions so you can make your way to the finish line.

# 3 Unique Selling Points

Multiple stages

Trap concepts

# 4 Platform Minimum Requirements

Any Windows platform / MAC

# 5 Synopsis

The player is in your hand. Help the ball make its way to the final by avoiding these spikes and without falling down.

# 6 Game Objectives

Avoiding the spikes, and jumping precisely so you don’t fall from the platform or hit the spikes

# 7 Game Rules

The game rules are pretty easy. In a 2d structure with different platforms and spikes. The ball can be moved around and jumped. The player can make their way to the finish line while collecting the coins in the way. As soon as player reaches the red line and hits it, the player continues to the next level.

The medium and hard level of the stage have unlimited lives where you get respawned at the starting point every time the player falls or hits the spike

Whereas, on the other hand the easy level has only one life.

# 8 Game Structure

MAIN MENU 🡪 PLAY 🡪 EASY 🡪 MEDIUM 🡪 HARD 🡪 GAME OVER

# 9 Game Play

## 9.1 Game Controls

A picture containing shape

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## 10 Game Camera

### 10.1 Maps

EASY LEVEL

A picture containing graphical user interface

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MEDIUM

Chart

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HARD

Chart

Description automatically generated

# 11 Players

## 11.1 Characters

In AIR BALL, there is only one player which is a purple color ball

Chart, shape, pie chart, circle

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# 12 NPC

## 12.1 Enemies

The enemy in this game includes the spikes.

A picture containing green, colorful

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# 13 Art

## 13.1 Setting

The level designing includes rectangular platforms floating around on which the ball (player) can be landed

## 13.2 Level Design

Chart

Description automatically generated

## 13.3 AUDIO

The only audio in the game is when we collect a coin

## 14 Minimum Viable Product (MPV)

PC Platform

Press the play button to get into the game

# 15 Wish List

I wish I could make a platform which would allow my ball to get extra power and get fast. In general I did want to put in powers which could be collected by the player.

## 16 Bibliography

<https://www.google.com/search?q=air%20ball%202d%20game%20image&tbm=isch&tbs=rimg:CYMVei8oLcINYWblni4reJBo8AEAsgIMCgIIABAAOgQIARAA&rlz=1C1KDEC_enUS930US930&hl=en>

<https://www.youtube.com/watch?v=nPigL-dIqgE>