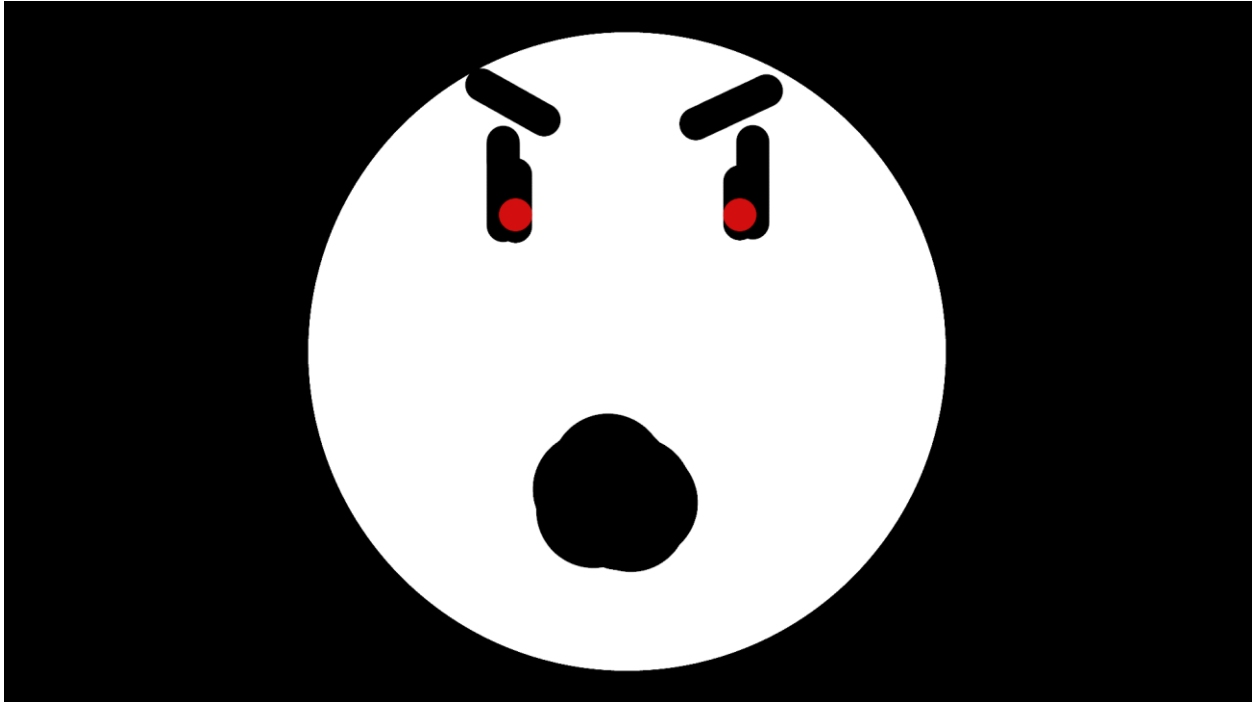


# Game Design Document (GDD)



- “Ball, you ain’t ever leavin’.” - Group7

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## Game Development Team Members

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### AUDIO ENGINEERS

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# 1 Game Overview

- Title: Ball & Paddles
- Platform: PC Standalone
- Genre: Sports video game
- Rating: (10+) ESRB
- Target: Casual gamer (aging from 12 - 30)
- Release date: May, 2021
- Publisher: Group 7 cs583 Spring 21

Play pong with two paddles and stack up scores, highscores, points, and lives. Test your reaction speed while the game progresses and speeds up as you reach higher scores.

## 2 High Concept / Genre

- High Concept
- Genre
- 3D Arcade sports video game

## 3 Unique Selling Points

- This modified version of the original pong game adds a fun twist of challenges with the addition of artistic animations and unique game rules.

## 4 Platform Minimum Requirements

- OS: Any modern OS
- Processor: 1.1 GHz Processor
- Memory: 2 GB RAM

## 5 Competitors / Similar Titles

- Pong
- Brick Breaker

## 6 Synopsis

- Balls attempt to leave the flying prison courtyard. Use the paddles to keep the balls in the courtyard. They get restless trying to escape the paddles, so their speed increases ever so slightly. There is no escape! Keep those balls in prison, in the clouds.

## 7 Game Objectives

- Keep the pong ball between the paddles to stack score & points.
- Each time the ball hits the paddle will reward +1 point.
- Coin / Star bonuses reward random scores.
- Get 1 extra life each 5 coins or stars collected.
- Contact of the ball with the goals will cost one life.
- Contact of the ball with a black star will shrink the paddle. Avoid black stars.
- Ball position will be reset if the ball hits goal or ball is stuck.

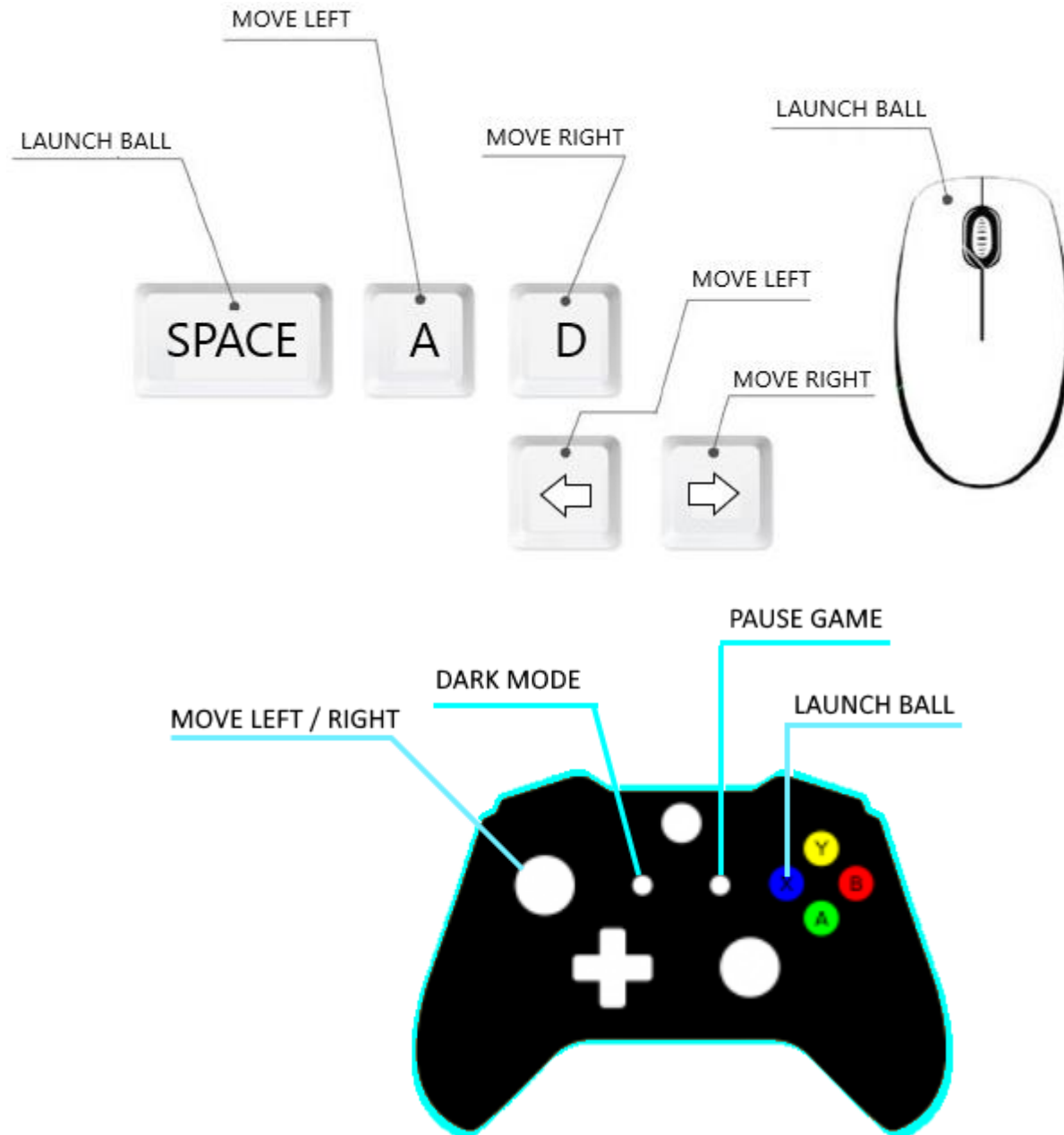
## 8 Game Rules

### 8.1 Game Instructions

- Use the spacebar to launch the pong ball.
- Use the left/right arrows or A/D keyboard buttons to contain the pong ball by moving the player paddles.
- ESC to pause the game.

## 9 Game Play

### 9.1 Game Controls



## 9.2 Game Camera

### 9.2.1 HUD

- Highscore, Score, Points, Bonus Points, Lives, Speed, Dark Mode

## 10 Players

### 10.1 Characters

- Blue paddles

### 10.2 States

- Moves on horizontal axis

## 11 NPC

### 11.1 Enemies

- Borders
- Black star

#### 11.1.1 Enemy States

- Borders are all static
- Black stars have moving animation

#### 11.1.2 Enemy Spawn Points

- Black stars spawn between the paddles randomly

## 12 Art

### 12.1 Setting

### 12.2 Level Design

### 12.3 Audio

<u>NAME</u>	<u>DESCRIPTION</u>
happy-upbeat-3534.wav	Background music for all scenes but play scene
upbeat-ukulele-kids-3809.mp3	Background music for play scene
Ball1.wav-ball7.wav	Ball on impact sound effects

### 12.4 Visual Arts

<u>NAME</u>	<u>DESCRIPTION</u>
SplashLogo.png	Logo for the splash screen
MadPong.png	Image, Logo for the game

## 13 Minimum Viable Product (MVP)

- Pong paddles and a pong ball
- Score/points and lives system

## 14 Wish List

- Change token effects to have power ups besides the score; bigger/smaller paddles, ball stays on paddle till launched, faster/slower ball and or paddle speeds.
- Add in Microtransactions for paddle and ball skins.
- Add a border art to the buttons.

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