Contents

Introduction 2

Game Flow 3

Character and Controls 4

Main Gameplay Concepts and Platform Specific Features 5

Game World 6

Interface 7

Mechanics and Power- ups 8

Enemies 9

# Introduction

Remember playing Bounce on your old Nokia phone? This game is a fan-made remake of the Bounce game, which will travel you back in time and bring back your childhood memories.

Bouncy is a game where you control a small ball in a dangerous world. You bounce and roll the ball around each level, avoiding enemies and collecting the rings you need to unlock the exit to the next level. Use rubber blocks to bounce higher or even reverse gravity.

Enjoy our new feature that will allow to gather with your friends and compete with each other to find the ultimate bouncer.

# Game Flow

The player can move the ball by pressing the right, left or jump button. In the first level there is no pressure as the player seeks out their first rings and picks them up in order to learn the basic ideas of the game and how to play it. When we collect all the rings the door to the next stage will unlock and by going through that door the stage will complete and we will advance to the next level.

With each level the difficulty is increased as more obstacles and stronger enemies appears to stop us from completing the level. The rings as harder to find and some special items give you power ups to help you to collect specific rings.

We have to scoring systems:

1. The game score system is calculated by the lives that the player has left when he beat the level and the difficulty of the level.
2. The time score simply represents the time needed to complete the game.

# Character and Controls

**Bouncy:** A starting bouncing ball player can customize their ball’s colour. By passing levels more colours will be unlock. By collecting specific items Bouncy can change its size in order to go through some smaller rings and areas.

Bouncy can move right, left or bounce by pressing the counterpart button shown on the screen. In the first level there is no pressure as the player seeks out their first rings and picks them up. The no pressure rule in the first level is done in order to help the player to understand and learn the basic ideas of the game.

Bouncy can gain many power-ups like increasing his jumping ability or changing his size. More details about these power-ups can be found in the power-ups subsection.

# Main Gameplay Concepts and Platform Specific Features

The player can choose between two game modes:

1. Story mode: The player will choose a starting level and try to complete the game. Every level will have increased difficulty and will be available to choose as starting stage when the player manages to complete the previous one for the first time. The top score of each level will be saved.
2. Multiplayer mode: The player and his friends can compete in the same level in a racing like game where the first to complete the stage will be crowned the winner.

Game Genres:

* Arcade
* Puzzle
* Multiplayer / racing

Platform:

The game will be running on android devices.

# Game World

Our world consists of five stages which are linear connected. By going through the locked door of each level we continue to the next stage. Every level contains enemies with special abilities that try to stop us from collecting the rings and escaping through the door. Also there are areas that Bouncy can obtain different power ups in order to complete the stage. The enemies and our power ups are explained later in the Game Development Document.

Many different items can be found in each level:

* **Crystal Balls:** Collecting them will earn you an extra life, although you may only have a maximum of 5 lives at a time. You receive 1000 points for collecting a crystal ball, as well as an extra life.
* **Checkpoint:** These are the square crystal things. Collecting these will only earn you 200 points, but they prevent you from restarting the level as they are checkpoints that save you game image at that point in time.
* **Rings:** These are the most important items in the whole game. As the object of the game is to progress to the next level, you have to collect rings in order to fulfil that goal. You have a set amount of rings to collect in each level, and there are the exact number of rings in that level. For example, if you have to collect 6 rings to pass a level, then that level in question will only have 6 rings in it.
* **Door:** Silver doors that can only be unlocked upon collecting all the rings in a single level. They are also the only way to progress to the next level.

Some areas have different color. These areas and other objects that give us power-ups are explained later in power-ups subsection. In addition, you can find more info about our enemies in the enemy subsection.

# Interface

Bouncy is 2D third-person camera designed game for android devices and is only available in English. Developed in Unity 5.2.3f1

User Interface:

We aim for the UI to be minimal and represented through in-game assets. Data that needs to be presented to the player will be offloaded as much as possible through graphics and sound effects. The player can choose what game mode he wants to play. Then he chooses the colour of Bouncy and the stage.

HUD:

We will display the current game score, the remaining lives of the player, the remaining rings of the stage and the time. These should be as small as possible in order to not distract to player.

Audio Design:

Sound Effects will vary but be expected. Specifically, when Bouncy finds a ring or gets hit by an enemy we will hear a different sound effect.

Music Design:

The game will have ambient, synthesized music, similar to the original soundtrack of the game, that will play during the entire course of a game.

Multiplayer Design:

The game will simply show 2 Bouncy characters instead of one. The camera will follow your movements as in story mode. If you are much faster or slower than your opponent, you will not be able to see him as they will be out of your view. But you cannot interact with your opponent.

# Mechanics and Power- ups

Gameplay mechanics:

Power - Ups:

As we have mention above Bouncy can gain different abilities. To activate a power-up, just touch it. Below is a small sample of these power ups:

**Super Jump:** When Bouncy stands on blue boxes he gains he ability to jump higher. But when we leave the blue boxes and return to the normal ones this power up is lost.

**Shrink:** When Bouncy touches a funnel he shrinks. This is extremely helpful because there are smaller rings that Bouncy can’t pass in his normal size.

**Stretch:** When Bouncy touches a pipe he stretches. This is extremely helpful because Bouncy wants to regain his normal size.

# Enemies

Each enemy has its own devastating attacks and intelligence. Below is a small sample of our enemies:

**Needles:** Motionless but block your movement. They are brownish in colour, and are like a stick. Avoid touching they because they will pop you.

**Jacks:** Jacks are like silver arrow and you encounter from Level 2 onwards. They are similar to needles, as they can pop your ball. However, they usually move and are bigger than needles, making them harder to escape from.