# 1.0 Motivation

For our project, we wanted to create a familiar but fresh mobile game for people to have fun, destress, and connect with others. We also wanted to gain more experience with game development. Our game makes sense in a mobile factor because it allows the player to conveniently play anytime, anywhere, alone or with friends. People usually always carry their phones, so they do not need to make special preparations to play our game.

# 1.1 Description

Jailbreak Pong has a nostalgic appeal for anyone who has played the arcade classics Pong, Breakout, and Battleship. However, to make the game more strategic, party-friendly, and motivating for the player to win, a few twists have been added to the fusion.

Much like Pong, Jailbreak Pong involves two players using paddles to relay a ball across a shared board. However, with Jailbreak Pong, instead of losing when you fail to relay a ball back to the opponent, when the ball passes behind your paddle, it has a chance of destroying your prisons, freeing the opponent’s citizens. Please see “Split-screen Mode” Mockup in Section 5.0.

Each player is a colony, and some of their citizens are trapped in the opponent’s colony. Each player’s objective is to use the relayed ball to break into the opponent’s prisons to free their own citizens, and to set up their own prisons in a way that is hard for the opponent to break into. When a player has successfully destroyed all the opponent’s prisons, they win.

# 1.2 Game Setup

During the pre-game setup, players can create fake prisons that trap the ball, and build brick barriers to prevent prisons from being hit. Like Breakout, the bricks are only able to withstand a certain number of impacts. When destroyed, they may release powerups.

The size of each prison can also be varied so that the player can have smaller prisons, but more of them; OR have bigger prisons, but less of them.

# 1.3 Modes

Please see Section 5.0 for the mockups of the different game modes. In split-screen mode, the two players can see each other’s setup, and do not have to be physically together to play.

In party mode, each player (of up to four people, two teams) will only see their own setup on their screen. With the larger screen estate, players will have more room to setup their prisons and barriers, making the game also last longer. *We may not implement this mode depending on time constraints.*

In single-player mode, which they can play offline, the game essentially becomes the arcade classic Breakout, but with the prisons surrounded by bricks. In this mode, the player has a set number of lives, and loses one if they fail to relay the ball back up, towards the bricks.

# **5.0 Mockups & Inspiration**

