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| Pinball Attack |
| Game Design Document |

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| Kevin Fauver  5/9/2014 |

# Revision History

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| Date | Revisions |
| 5/9/14 | Initial creation of document |
| 5/11/14 | Expanded the Introduction section. Removed single player mode. Included “Product Requirements” section. Included “Glossary” section. |
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# Introduction

## Overview

Inspired by childhood memories and a thirst for competition, Pinball Attack is an in-your-face competitive pinball game. Pinball Attack is designed to a multiplayer faceoff game against your opponent. Multiplayer mode will take pinball to the next level. The winner is decided by who has the higher score, but the gameplay includes attacks, multiple balls, multipliers, and much more.

## Purpose

The purpose of Pinball Attack is to couple the basic concepts of pinball with the excitement of multiplayer to bring an exciting one-on-one experience to anyone interested in a new form of pinball. The underlying purpose that leads to the creation of Pinball Attack is to learn the Unity game engine with proper coding practices. Also with learning the Unity game engine is learning to model in Blender3D for all the small parts that go with the pinball machine. Lastly to make Pinball Attack a multiplayer game, learn to program while utilizing Cloud architecture. The “finished” product should be an example of a beginning game that is functional but not extremely visually appealing.

## Intended Audience

The general play and multiplayer aspects of Pinball Attack is intended for males and females between 14 and 35. The lower end of the intended age range targets teenagers who are interested in pinball, as they must have already had experiences with multiplayer aspects of games. The upper end of the intended age range is to target middle aged men and women who want to reminisce in a game they played as a youth but want to play with their friends.

# Game Mechanics

# Product Requirements

# Glossary