"Pickled!" Game Ideation

Premise

- PVE Pickleball arcade game with 2D side view
- Goal: an easy to learn, fast-paced, and engaging pass-time based on the global trend: Pickleball
- Selling point: feels and plays similar to a real Pickleball game

Narrative

- Set in a world similar to our own
- Play as upcoming Pickleball rookie: Jules
- Play matches against many opponents (including the champion) to become the undefeated Pickleball champion (losing a match → Game Over, beating the game → set new highscore)

MDA

Core System and Mechanics: Hitting shots

- Like real life, hit various types of shots (serves, dinks, volleys, drives, smashes, etc.)
- Done via certain gestures on right side of screen while ball is at corresponding heights and distances from net (mechanics not completely worked out, but in general):
    - Tap: return ball at same speed
    - Swipe forward: return ball at a higher speed
    - Swipe back: spin the ball, return at slower speed, bounces straight up instead of forward
    - Swipe up: return ball at same speed, lobs it into the air
    - Swipe down: return ball at faster speed, smashes it diagonally forward and down

Supporting System & Mechanics

- Movement: perform gestures on left side of screen to move Jules between back line, kitchen line, kitchen, and to jump (position her best to hit shots)
- Ball Physics: Ball will experience gravity at all times, then x and y velocities when hit (places the ball in hittable areas)
- Pickleball Rules: Pickleball rules like keeping score, out shots, short serves, faults, etc. will be coded into the game

- Highscore: Various factors of game state will contribute to a highscore, can share on social media between matches or at the end of the game (increases replayability, creates competition, game self advertises)

Dynamics
- Linear game flow, play through levels as matches against opponents of increasing difficulty, similar to "Punch Out!"
- Gameplay loop:
    1. Play game against new opponent (serving, hitting shots, etc.)
    2. Receive coaching after game on how to beat opponent
    3. Repeat 1-2 until finish a match (best of 3 games), can share highscore on social media
    4. Repeat 1-3 until Game Over or beat the game (all levels/matches/opponents played)
- Emergent gameplay
    - Like real Pickleball, mainly want players to drive the ball deep on first serve and receive, then play at kitchen line for fast paced rallies
    - Many playstyles may arise: power hitters, tricky/spin shot hitters, smashers, etc.

Aesthetics: Core experience is fast-paced, Intuitive, "like real Pickleball"

Target Market and Platform
- Mainly for players who want a fun pass-time, but may also enjoy exciting action and mastery over the game
- Target market are Pickleball players/hobbyists, but still fun for others
- Target platform is mobile devices (android/IOS)

Art & Sound
- Art will be simple, iconic, vivid, and colourful (to remain approachable and fun)
- Sound effects will be exaggerated: hit sounds will pop, smashes will be bass boosted, movement will whoosh and squeak, enthusiastic announcer, and crowd noises (to add immersion & "juiciness" when players perform actions)
- Music will be simple, loop-able, and match each level/game state (mellow first match, fast-intense champion level, triumphant victory music)

Other Inspiration
- Teach people about Pickleball (its rules and how fun it can be)
- classic arcade game "Pong"