

Roles:

Director: Ivette

Producer: Zeke

Tech Lead: Alex

Art Lead: Ivette

Sound Design Lead: Tommy

Design Lead: CJ

Asset List

Style Guide: #24 on the Mood Board



GDD On Next Page:

High Concept (Elevator Pitch)

Oldschool and elegance come together in this cosmic remake of a beloved classic!

Game Summary

Pong with a space theme and an additional axis of movement

Gameplay Will be written as the game is created

First Minutes

- The first seconds of the game will be mostly focused on the intensity aspect.
- It will start already with randomization of ball direction with a velocity directed towards somewhere across the map.
- The speed will be at acceptable speed at the start, which will ensure that the players will need to be ready at constant notice from the beginning.

Game Flow

- The gameflow of this game will be fairly simple. It is about to bring the ball behind the other players slab, in order to gain a goal, with 11 goals being a win condition.
- The ball will be hit by one person, either just go to the other side or be bouncing across the walls to the other side, to reach the other player.
- In order to hit the ball, the players must move their bat horizontally to launch the ball towards their opponent
- The other player will attempt to prevent the ball from reaching the other side, and will most likely hit the ball themselves, in order to make the ball bounce into the other direction → and repeat.
- An invisible wall prevents the players from moving their bats toward their opponent's side
- If a ball is unsuccessfully defended and the ball goes past the slab to a certain point, it reaches the spot where the ball is reset to the center and has a new velocity. The score will be added to the player that scored the goal, and after this occurred 11 times for one player, the win screen begins to be shown, based on what player had won.

Victory/Lose Conditions

- The win condition of the game will be about whoever reaches 11 points first.
- A point is acquired by getting the ball past a certain point behind the other player, which is considered the other player's "goal".
- The result of the win condition is a screen that showcases which player had won based on who was first to reach 11 points. It also is a screen for the other player to know that such player has lost, due to having less than 11 points whilst the other player did have more.

Target Audience

- The game will be addressed towards a young audience. As pong is a simple and friendly game, it is nearly impossible to even accidentally to reach a rating of E10+ or higher.
- The game's audience will obviously contain the older people, over 10 years of age in the form of nostalgia, but in the end, they are automatically included if we include the younger generation.

- The focus of the audience will not only be just appealing to the younger generation, but simply to not exclude the younger generation.
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Schedule:

Day 1:

- **Form teams**
- **Get Documentation done**
- **Trello set up**
- **Git Hub Repository Set Up**
- **Make sure everyone is on repository and Trello**
- **Everyone plays base game**

Day 2:

- **Make assets**
- **Makes effects/minor rule change**
- **Test assets in local (not committing) base game as done**
- **Iterate**

Day 3:

- **Implement assets**
- **Test project**
- **Fix bugs**
- **Iterate**

Day 4:

- **Finalize game**
- **Submit github link to Canvas! Do not delete this repository ever.**
- **Submit all documentation to Canvas**

- ***Present what you got done!***