



Game Design Document / Pong

Pong

Theme

sport

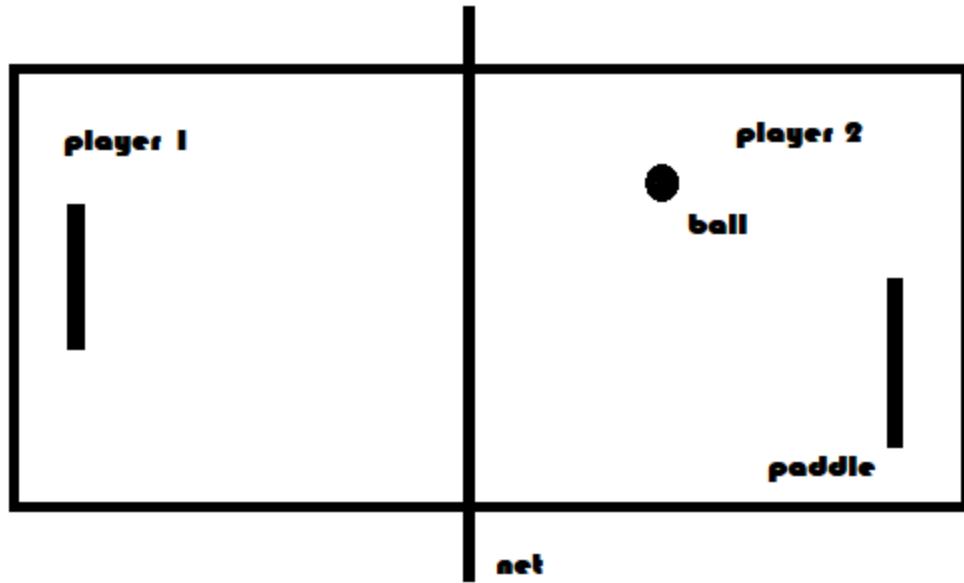
Settings

a table with net in the center

Short Description

*there are two players with paddles on a table. they throw ball by paddles.
someone who can't not catch the ball loses.*

basic drawing of game as below



Core Mechanics (do X, without Y)

catch ball and kick it. if not, concede a goal.

Game End

if a player scores, he/she wins

Challenges

as the game progresses, speed of ball and paddles will increase. so players find it hard to control.

Player Experience Goals

excited when catching ball