Marble Ball

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1. Concept

The core concept of this game is that it is a simple, happy, polygon-based game about a marble rolling around. Kids love marbles, so you could imagine that this game is a kid rolling a marble around using his or her imagination.

2. Goal and Description

The player must collect as many yellow pickups as quickly as possible while avoiding bad red pickups and red enemies. Collecting all the yellow pickups in a level will advance the player to the next level and increment their score for that level. The player must also do the best to stay on the platform, otherwise they will lose points if they fall off.

3. Core Mechanics

The core mechanics are moving the ball around to collide with pickups and avoid collision with enemies. Some other key mechanics include jumping across gaps and balancing the movement of the marble.

4. Controls and UI

The controls include vertical/horizontal movement to move the ball and also the spacebar to make the ball jump. The UI will display time remaining and score so far.

5. Levels

Level 1- a simple introduction to the game. There are good pickups, bad pickups, some enemies, and some gaps to avoid.

Level 2- There is more complexity to the level layout this time. There are some ramps and different ways to cross across the level. There are also more gaps and the design is more precarious.

Level 3- Building on the changes from Level 2, Level 3 is even more challenging and precarious. There are several tricky spots where the player could fall or run into many bad pickups on their way to the yellow pickups.