

Game Overview

High Concept (Elevator Pitch)

Tropical Pong is the name of our game and in this game the player will play a game of pong, but unlike regular pong, the game is tropical themed. Within this game there are several aspects that make it appealing, some of these aspects include the games tropical colors and themes within it as well as an appealing tropical piece looped in the background.

Game Summary

We will be creating a traditional pong game, a game where a “ball” bounces back between two “paddles” and the goal is to get the “ball” past your opponent's “paddle” to score a point.

Gameplay

First Minutes

The player will first see a menu screen made with shapes and colors from our Mood Board. When the player first starts the game they will be met with traditional pong game with colorful and fun assets.

Game Flow

The game will be played by two players, one using the WASD keys and the other using the arrow keys. The ball will move slightly slower than traditional, to create a calm environment.

Victory/Lose Conditions

To be determined. (Likely when a player scores a to be determined amount of points)

Asset List [To be written by the Producer]

Go here for our full asset list:

https://docs.google.com/spreadsheets/d/1RU64Q3POG_Yis_AkEpHbqgUvarV0pkYqA1WcVKx7Xr4/edit#gid=0

Target Audience

Our game is target towards DigiPen teachers who are dying for a vacation. If rated by the ESRB, it would be rated E for everyone.

Schedule [To be written by the producer]

Day 1

- Form teams
- Get Documentation done
- Trello set up
- Make sure everyone is on repository and Trello
- Everyone plays base game
- Choose a mood board (Done collectively)
- Assign Roles (Done collectively)
- Set up Trello (Nick)
- Create the Github project (Olivia and Nick)
- Create a folder for people to share miscellaneous necessary files (Rowan)

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!