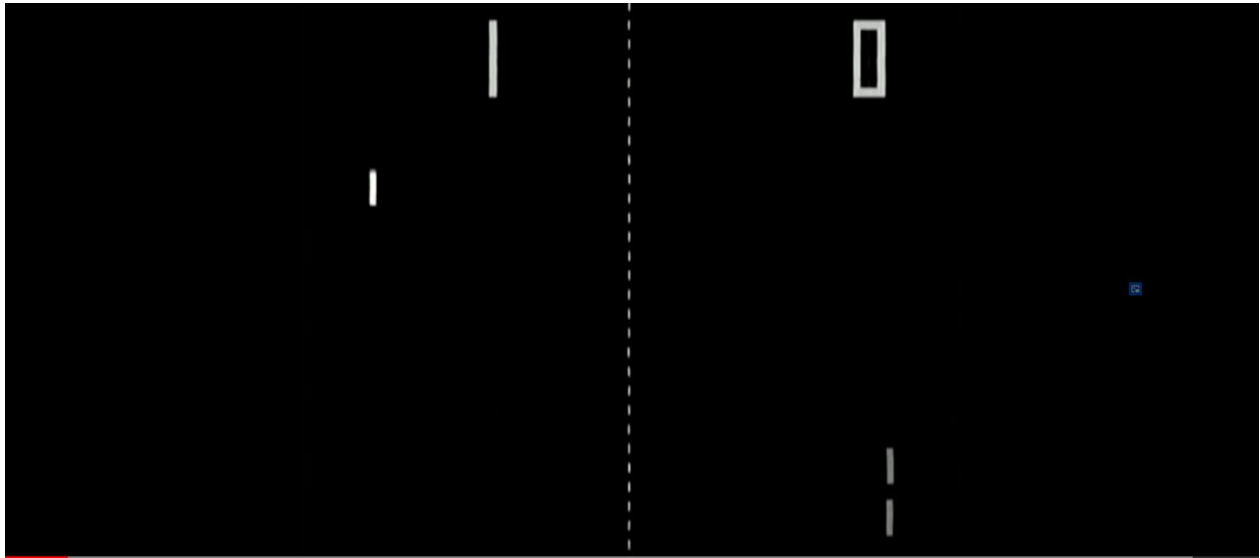By Joshua Yang
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Project 02 - (Un)Licensed Content

CPSC 344 Level Design 2

Summary

For this project, I would like to start off by developing a simple game. That's where I decided to look at Atari's IP as my pick. I decided to choose Atari Classic Pong game from 1972. This game was developed for an arcade machine. I remember playing this machine back when I was little and arcade centers were barely switching machines out for newer models.

However, the classic may be too simple with just a boring set of rules which was to just get the ball to the opponent's side and reach the score limit before the opponent. So that's where I decide to change things up a bit with my proposal.

For my project, I'm planning to recreate the original Atari Classic with better graphics, functionality, and gameplay loops. The difference between this and the original is that this game will have powerups for players to hit with the ball.

The ideas I have for the powerups are…

Cluster Ball – If the player's ball hits the targeted powerup, it will create 3 multiple balls in that force of direction like a cluster attack. The enemy will have to deflect all 3 to prevent a score for each ball.

Boost – If the ball it's the powerup, the next 10 seconds will allow the player to hit the ball with high speed towards the opponent's side.

Guardian Angel – If the player hits this powerup, the guardian angle activates and creates a shield barrier that will protect the player from one ball if it ever hits. The time will last for 30 seconds.

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Decoy – If the player hits this powerup with the ball, then the same effect of the cluster ball will be created EXCEPT only one ball is real while the others are decoys. The opponent will have to figure out which is real and which is fake to prevent the player from scoring.

As time goes on, I would like to add more powerups, but I want to keep the scope as small as possible. In short, I want to add more once I complete the initial proposed gameplay loops which is what I listed above.