

GDD: NEEDLE SHOT

Parsa Hassani

SUMMARY

ELEVATOR PITCH

This game consists of a circle in the middle where the player must launch a certain number of needles into it to win the level. If the needles collide with one another, the player loses and must start over. The difficulty will be changed based on the number of needles the player needs to land on the circle, as well as how fast the circle spins around.

DESCRIPTION

Needle Shot is a mobile game for iOS and Android that consists of infinite levels which get progressively harder. The basis of the game consists of the player having to land a certain number of needles on the circle without touching other needles or barriers. The difficulty of this game increases as you level up, by having more pre existing barriers as well as faster circles. The game will however have power ups to help you beat the levels. These powerups include one that slows down time making the circle move slower, as well as another one that clears all needles for the player. The player will be able to buy these powerups through the store, as they earn coins each time they play.

Once you lose, you must start from the beginning again and see how far you can get. You can also go back to the store to stock up on power ups for your next run at the game.

- Engine: Unity
- Platform: mobile
- Art Style: 2D

FEATURES

- Player
 - Tap screen to launch needle
 - Use powerups
 - Change level
 - Go to menu
- Powerups
 - Slows down time, making the circle move slower for a limited amount of time
 - Clears the entire circle of previous needles, making it easier to win that level
 - Powerups can be bought through the shop from coins earned throughout the game
- Circle
 - The circle in the middle will consist of pre-existing barriers that the player cannot hit
 - Speed of the spinning circle will get faster as the levels get higher.
- Leaderboard

- Will use iOS/ Android default games leaderboard provided
 - High Score based on how many levels you beat
- Main Menu
 - Will consist of a leaderboard option, play option, and the store
- Pause Menu
 - Will allow user to go back to menu or resume

RESOURCES

ART

- Art for needle type
- Art for background/color range
- Art for barriers
- Art for menu/ store

SOUND

- music for the background
- Sound effect everytime a needle lands
- Sounds for when clicking on a menu option