Brick Break
Game Design

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1. Introduction

This document explains the main idea for a game that is based off the classic Brick Break style of gameplay.

a. Scope
  This document is for the programmer, artists, and producers that are involved in making this game.
b. Type Conventions
  Things that have been finalized will be written in this Times New Roman font.
  Things that have not been finalized will be written in this Arial front.

2. Target Systems

a. WebGL
This game will be built foremost for playing on a web browser.

b. iPhone/Android
In a later update, there will be an application for playing on an iPhone and/or Android

3. Development Software

a. Unity
Unity will be the primary developing software used to create this game.

4. Specifications

a. Concepts
The idea behind this game is to bring back a classic game that was addicting and challenging game with updated graphics to enhance the experience.

b. Game Structure
There will be multiple levels that all get increasingly more difficult as the player progresses.
Different modes can be implemented.

c. Players
This is a one-player game.

d. Objective
Classic Mode – The player uses the trampoline to keep the ball in play (on screen) by not letting it pass by them. To complete the game, the user must use the ball to break every brick on the screen and will thus continue to the next level.
Other game mode objectives may vary.

5. Gameplay

a. World
This will be a 2D world experience. The size of the POV may vary depending on the level.

b. Object Types
Although this is a 2D world, we will be using 3D objects to make the game feel more like it is in 3D.

c. Control
Players will be able to control the trampoline with either the mouse/track pad, left and right arrow keys or 'A' and 'D' keys.

6. Front End

a. Menus
The game will have a simple menu for selecting options. Different start buttons for different game modes.

7. Team

Project Manager: Paul F
Programmer: Paul F
Design: Paul F

8. Time
* Game benchmarks that have not been completed when this document was created
    Official Start Date: November 19th, 2018
    Complete Game Design:

    *Milestone 1 – Playtesting: December 4th, 2018

    *End of Project: December 13th, 2018