Ryan Moncrief

Putt-Putt Pool Design Doc

Putt-Putt Pool will be a third person 3D simulation game, where the goal of the game is to hit a cue ball with a cue into another pool ball, which will then go into a hole or pocket. The twist on this is that in order to get to the ball or pocket, the player will have to traverse a putt-putt style course with hills, traps, and other interactive objects. The first half of the course will seem similar to other golf simulators, but the added challenge of the billiards element makes this game unique, and opens up many possibilities for challenges and courses. The game aesthetic could either be mostly bright, with lighter colors and intense lighting, or have a more realistic view and design the world to seem like a billiard hall, with dimmer lights and more muted contrasted colors.

Key mechanics

* Third person camera
* Individual shots (more ordered play)
* Hitting the ball in order to have another object ricochet into a hole or pocket
* Shot counter (measures score)
  + Possibly set a par for course, would help in single player
* Traversing obstacles and terrain in order to reach an end goal (the hole)

On this project, I want to focus on the design of the game as a whole, and make a game that feels fun to play. Of course, I will try to code everything that I can, and will do my best to learn about 3D modeling. The sound effects may have to take a temporary backseat while the game itself is refined, but I will definitely work on adding music and sound effects. The concept of the magic circle could be fun to play with in making this game, especially in a simulator game. This is not going to be a very serious game, and has almost no narrative, so story engagement would be next to impossible, but immersing the players into the world of the game could prove an interesting challenge. Beyond pure looks, like making the world look like a billiard hall, making the ground look like a tabletop, etc, there could be a few mechanics to add that give a better sense of immersion. For example, adding a pool cue animation or slider whenever the player hits the ball could make it seem like the player is actually playing pool, to an extent.