STICKY BALL

# 

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# 

# 🎯Main Objectives*(in order of priorities)*

*Needed info attached in the link if it is applicable.*

1. ~~Screen corners and edges will be detected as the borders.~~ Just add the “**Boundary”**.
2. Abolish winning

*The only goal is having a higher score.*

1. Balls start to follow in **1.7** sec after leaving the wall.
2. Need a health bar with **100** points.
3. Do not create the **4th** ball of the cycle; in other words, the **4th** ball should not be produced for each cycle.
4. Firstly start with the first three balls which are the VividTangerine, Red and OrangePeel.
   * [*🎱Balls*](#_3z6qzcz4vm0s)
5. Add a non-global scoreboard with the scoring system.
   * [*Collectings*](#_apsci2oa1s8u) *see collectable the* 💎Diamond*.*
   * [*Scoring*](#_k2ow9snu5qmx) *to see the score properties.*
   * [*During the game*](#_lb2qdoqilfl) *to see where to put it.*
6. *Add the 🔫****Gun*** *ability.*
   * [*Abilities*](#_mgd0az1w9c1f) *see the 🔫****Gun*** *section.*
   * [*Collectings*](#_apsci2oa1s8u) *see the 🔫****Gun*** *and 🏹****Ammo*** *sections.*
7. Add ☢**NuclearBomb** and the 🐢**Shelter**
   * [*Short-term changes*](#_baxby7nxjk9f) *see* ***NuclearBomb*** *section.*
   * [*🚪Doors*](#_n3wrdo2anr08) *see the* ***shelter*** *section.*

# 🔮UI

## Main Menu

* + The world leader will appear for all times.

## During the game

* + Player’s score located on the top of the screen with its world ranking.

# 📏Rules

## Player

* + White
  + Has a health bar with 100 points.

## Scoring

* + By just staying alive each millisecond gives 1 point.
  + Each move gives **10,000** points.
  + From each collected Diamond earn:
    - **25,000** points for HarlequinDiamond;
    - **50,000** points for HollywoodCeriseDiamond;
    - **100,000** points for CyanDiamond.

## Collectings

*From the game field, it is possible that collecting randomly generated:*

* + ❤Hearth gives **10hp** to regenerate health.
  + ”1UP” to resuscitate.
  + ⭐Star that makes the player immortal for **10** sec.

Being partially immortal by the star’s colour:

* + - Red for Reds,
    - orange for OrangePeels,
    - Etc.
  + 🏹Ammo to regenerate the ammunition.
  + 💲Money to buy new skins (for all the assets), backgrounds, sounds effects and ability to resuscitate after death.
  + 🧱Brick for bricklaying.
  + 💎Diamond to score higher.
    - Also can resuscitate paying off with the score points.

## Short-term changes

* + *Rules can change form* ***time to time.***
  + *Sometimes indicated by a light or player’s colour.*

### No-Boundary

*Player* ***gets through the boundary*** *of the game field for* ***2*** *times* ***without being restricted.***

### Rotating-Boundary

*Sometimes the* ***boundary*** *rotates on the* ***Z*** *axis.*

### Moving-Map

*The map is seamless, sometimes it moves.*

### 🕯**Cut-Offs**(Light)

*that makes the game harder to perceive.*

### Colourblind

*Everything is in greyscale for* ***1*** *min.*

### ☢**Nuclear-Bomb**

*Every* ***5*** *min destroys everything except* ***Cyans*** *and* ***Blacks****; to be safe stay in the 🐢****shelter.***

# 🤣To Make It More Fun*(in order of priorities)*

## Abilities

*To change the current ability touch the screen for double times and choose the desired ability from the circular pop-up menu.*

### 🔫Gun

* + Ammo regeneration:
    - in every **3** moves.
    - by collecting them from the map.

### 🥄Spatula

* + Regeneration:
    - in every **5** moves.
    - by collecting bricks from the map.

### 😷GasMask

* + For protection from toxic gasses which is produced by **Harlequin**.

### 👟Shoes

* + Gives the ability to wide curve turns instead of sharp turns because of the law of inertia.
  + More tapping creates sharper turns.

### 🦺Armours

*Have 2 colours for 2 groups of balls:*

* + **Blaze-Orange**

*Protects from* ***VividTangerines, Reds****,* ***OrangePeels****,* ***HollywoodCerises****.*

* + **Cyan**

*Protects from* ***Cyans****,* ***BlueRibbons****,* ***Heliotrope****,* ***ElectricViolets****.*

## Environment

### 🎱Balls

*Different kind of balls represented in different colours:*

* **VividTangerines**
  + The **first** ball.
  + Being generated again as the **first** ball in every cycle.
  + It never disappears unless it is destroyed.
  + Takes **50hp** in a collision.
* Red
  + The **second** ball.
  + Being generated again as the **second** ball in every cycle.
  + After **4** bounces, it disappears.
  + Takes **66hp** in a collision.
* OrangePeel
  + The **third** ball.
  + Being generated again as the **third** ball in every cycle.
  + After **2** bounces, it disappears.
  + Takes **100hp** in a collision.
  + Collides with all kinds of balls except Cyans and Whites.
* White

*look below; it’s the* ***4th*** *ball, but in the* ***8th*** *cycle.*

* Harlequin
  + **2nd** cycle, **fifth** ball.
  + Being generated again as the **fifth** ball in every cycle.
  + Toxic gas emission which creates a harmful smoke behind for **1.5** sec. Need a gas mask to be protected.
  + Take **40hp** for each second without a mask.
* ElectricLime
  + **3rd** cycle, **sixth** ball.
  + Electricity danger when being in the same water at the same time.
    - Takes **33hp** for each second.
* Cyan
  + **4th** cycle, **seventh** ball.
  + Goes through all the walls.
* BlueRibbon
  + **4th** cycle, **seventh** ball.
  + Collides with only Cyans.
* ElectricViolet
  + **5th** cycle, **eighth** ball.
  + Collides with all kinds of balls except Cyans and Whites.
* Magnetic

*Only affected by each other and magnetic waves. When a ball is stuck into another, they take a random value in* ***5*** *seconds for both to be pushed through opposite directions.*

* + HollywoodCerise/Negative -
    - **6th** cycle, **ninth** ball.
  + Heliotrope/Positive +
    - **6th** cycle, **tenth** ball.
* 🎱Black(Black Hole)

*Has a gravitational pull that can eat anything. In a contact with another ball, the second ball enters the hole, shrinking and disappears.*

* + **7th** cycle, **11th** ball.
  + Only can be destroyed by another **Black**.
* White(Soul)

*as a circle*

* + Goes through all the boundaries.
  + **8th** cycle, **4th** ball.
  + **50%** probability of irreversible sudden death in a collision.
  + Only the ***nuclear bomb*** *or* ***WhiteStar*** *destroys it.*

### 🧱Walls

*Different kind of walls represented in different colours:*

* Bouncy

*Makes* ***faster*** *balls which bounced from it.*

* Absorbing

*Makes* ***slower*** *balls which bounced from it.*

### 🚪Doors

* 🐢Shelter

*Saves from the* ***nuclear bomb****.*

* + Staying more than **7** sec in it, costs **points** if there is no **money**:
    - **5 sticky-coin** per second.
    - **1,000 points** per second.
  + Other balls can also get in there and occupy it.
* ☎Teleport

*Teleports anything goes inside to the other end.*

### 🎨Surfaces

* Icy surface

*It makes turns difficult.*

* Sticky surface

*Makes balls slower by %33 drops.*

* Water

*A conductive role that interacts with ElectricLime. Because of that, it will be generated when ElectricLime starts to be generated.*

### 🧲Magnetic waves

* + Represented by positive (+) and negative (-) symbols surrounded by visible waves.
  + When a ball is stuck in it, it changes the value accordingly to the ball's value to push it through a random direction in **5** seconds.
    - Negative -
    - Positive +

## 🎭Multiplayer

### Game Modes

* + Capture the flag

# 🥗Food for Thought*(in order of priorities)*

1. 💔 Which kind of ball should bring how many hit points?
2. Which kind of ball starts to be produced in what score level?
3. 🏀🏐⚽... How many different kinds of balls should be?
4. Should we consider in more detail of the balls' colours' generation's order?

# 🎁New ideas To do’s

* Should have sound effects, which create some sort of music in it, by bumping and breaking up.
* Dropped skins
* Colour combination perks
* 2x bounce
* Watch an ad to have a coin
* Billard slow motion
* Not touching the walls (Frenzy)
* Your children to protect
* Certain ball combinations of received damage will be prized (even heart as a prize)
* Chest and create breakin'🧰
* Take the grenade to blow up all balls.💣
* TaBu Coins