



Sling Smash

Game Design Document Version 0.9

[Be David and smash the structures built by Goliath](#)

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1 Game Concept

This is the author's first Unity3d game that is not a clone of a classic. It may share similarities with a very popular game, but the principal mechanic is quite different.

Emulate Boy David (who would later become King David) and try to match his skills with the sling. Drag the sling with the mouse (or touchscreen) repeatedly to build angular momentum and release to send the stone flying toward various structures and attempt to destroy them.

2 Rules and Mechanics

The slick transfers drag velocity to rotational energy of the stone. When the stone is circling at the desired speed, and when it reaches the right place in the circle, release and let the stone fly. The stone, if aimed properly, smashes into structures made of blocks of various types, bonus smash-ups (like pickups, but you smash them instead), and enemies. You are given a fixed number of rocks to use, and must destroy all the enemies to continue to the next level. Points are scored for damage dealt and destruction of items. More points are given for destroying an object with fewer separate collisions.

3 Asset Requirements

Stones of various types, blocks of various types, enemies of various types, smash-ups of various types, background art, levels built by hand. (need a way to ensure stability, for example a grid system for accurate placement)

4 Monetization

None yet.

5 Concept Art

5.1 Prototype screenshot

