Game Design Document – Tropical Pong

[DIRECTIONS ARE IN RED, THOSE SECTIONS ARE TO BE WRITTEN BY THE CREATIVE DIRECTOR AFTER CONSULTING WITH THE TEAM. PLEASE READ THIS WHOLE DOCUMENT HOWEVER AS IT HAS INFORMATION ABOUT THE FRAMEWORK THAT YOU WILL BE USING. RED TEXT IS FOR INFO AND SHOULD BE REMOVED BEFORE YOU SUBMIT. THIS IS A LIVING DOCUMENT AND SHOULD BE UPDATED TO CONTAIN ART ASSETS AND DIAGRAMS TO SUPPORT THE WRITING THAT YOU ARE DOING. A PICTURE CAN CONVEY INFORMATION MUCH QUICKER THAN WORDS CAN.]

# Game Overview

## High Concept (Elevator Pitch)

A remastering of pong with a tropical/synth wave theme.

## Game Summary

Pong is a two player, digital version of the classic game Tennis, two players hit the ball back and forth trying to score on the goal of the opposing player.

# Gameplay

## First Minutes

The Player should immediately notice the tropical vibe and quickly be able to pickup on game mechanics such as keys and scoring on opposing goals, this being a rather simplistic game, the player should able to use their basic intuition to quickly learn and master the game. The additions that we are making will be less intuitive, but there will be ways to discover those soon.

## Game Flow

Main Menu – Click Start Button – Press Space – Play Pong – Win Screen – Move to DLC or Repeat Classic

## Victory/Lose Conditions

The first player to score 11 points on the opposing sides goal will win the game, and they will then be shown their win screen, for the DLC, the last player with points will win.

## Asset List [To be written by the Producer]

See Trello.

# Target Audience

1-100 Year Olds, everyone can come play and enjoy Pong.

# Schedule

## Day 1

Connect everyone into Documentation

## Day 2

Main Code written, main art complete.

## Day 3

Debug, Finishing Touches

## Day 4

Finishing Touches, Debug, additional feature implementation, submit.