Beer Pong

Game Design Document

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Game Development Team

Producers

Anthony Alvidrez Satish Bisa Michael Gannon Trenton Green

Production Managers

Anthony Alvidrez
Satish Bisa
Michael Gannon
Trenton Green

Production Coordinators

Anthony Alvidrez Satish Bisa Michael Gannon Trenton Green

Game Designers

Anthony Alvidrez
Satish Bisa
Michael Gannon
Trenton Green

Systems/IT Coordinators

Anthony Alvidrez
Satish Bisa
Michael Gannon

Trenton Green

Programmers

Anthony Alvidrez Satish Bisa Michael Gannon Trenton Green

Technical Artists

Anthony Alvidrez Satish Bisa Michael Gannon Trenton Green

Audio Engineers

Anthony Alvidrez
Satish Bisa
Michael Gannon
Trenton Green

UX Testers

Anthony Alvidrez
Satish Bisa
Michael Gannon
Trenton Green

Game Overview

Title: Beer Pong **Platform:** PC + Mac

Genre: Simulation/Casual

Target: Casual Gamer (age ranging from 18+)

Release Date: May, 2019 Publisher: NullTerminators

Beer Pong is a 3D simulation game based on the classic college drinking past time known as beer pong. The player is taken to a peaceful and tranquil environment to play such a game in complete lesure. Once the game has begun they are given a certain number of attempts to get the balls in one of the cups. Doing so will remove a cup from the formation. The game ends once the player is either out of attempts or all of the cups are removed.

High Concept

Beer Pong brings the player to the great outdoors to experience the beloved pastime of so many young and aspiring college students. The player does not even have to worry about playing against a component. The only cups that are set up are there for the user to eliminate by themselves. They may take their time so they can remove all if not most of the cups. However, there is only a certain amount of throws that each player is given, so be sure to use them wisely.

Unique Selling Points

- Beautiful Scenery
- Casual game play
- Multiplatform
- Simplistic controls

Synopsis

The overall synopsis of Beer Prong is very simple, you find yourself outdoors during a nice day. There is no better way yo pass the time than to play some beer pong with not having to worry about playing against anyone else

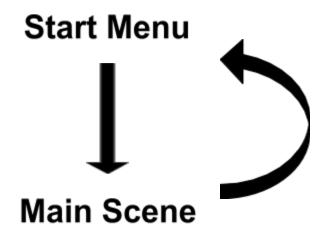
Game Objectives

The objective of this game is simple, eliminate all of the red cups that are in front of you before you run out of attempts, or in this case, balls the throw.

Game Rules

The rules of this game are also very simplistic. The main rule being that you must clear out all of the red cups that are in front of you. A player can clear off a cup once a ball has been thrown into one. However, they must achieve this within a given number of attempts, or ball throws.

Game Structure



Game Controls

Use the mouse to scroll around to locate the ball. Press "E" to pick up the ball. Use the Mouse to adjust potential throwing angle. Once you've achieved your desired throwing angle, press the Spacebar button to actually throw the ball.

Setting

The game takes place at a day party in the woods because you and your friends are trying to enjoy a happy saturday with some house music in the background!

Level Design

The single level contains 10 cups filled with beer, and 10 balls for the user to throw into each cup. Every time a player sinks a ball into a cup, the cup disappears.

Audio

Name	Category	Description
bloop.wav	FX	Plays when ball splashes into a cup
Martin Solveig & GTA Intoxicated.mp3	Background Music	Plays throughout game to set the party setting and mood

come on dance.mp3	<u> </u>	Plays when the start menu is loaded to simulate a
		party atmosphere

Wishlist

Multiplayer

In the future, it would be nice to add the capabilities that are necessary for actually having two people play against each other.

Add Customization

Minor customization features in this game could make the player's experience more enjoyable. These features do not have to be incredibly in depth. Simple features could be the player chooses a color or design for their ball and cup, and they could also choose a background setting to play their game.

Citations

Visuals	
Nature Start Kit 2	https://assetstore.unity.com/packages/3d/environments/nature-starter-kit-2-52977
Dinner Ware	https://opengameart.org/content/dinnerware
Disco Ball	https://opengameart.org/content/disco-ball
Beer Background	https://www.vectorstock.com/royalty-free-vector/water-drops-on-beer-background-vector-3064446

Sounds	
bloop.wav	https://opengameart.org/content/interface-sounds-starter-pack
Martin Solveig & GTA Intoxicated.mp3	https://www.youtube.com/watch?v=94Rq2TX0wj4

come on dance.mp3	https://opengameart.org/content/come-on-dance
come on dance.mpo	Thtps://opengameart.org/content/come on dance