

Armadillo Ball

Game Design Document



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Game Development Team

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Game Overview

Title: Armadillo Ball

Platform: PC Standalone

Target: Casual Gamer (aging from 8 - 35)

Release date: December 20, 2016

Publisher: Unity

Technologies: Armadillo Ball is a roller ball game wherein the players must tilt the platform to collect all of the prizes, including horseshoes and sheriff stars.

High Concept

It's not easy being a rolling stone! Armando the armadillo must keep moving in order to collect treasures of the Wild West, including floating golden cubes, and horseshoes from toughened work horses. Armando uses his round shape to roll through stages and past obstacles, avoiding falling from ledges into canyons. His goal is to collect as many sparkly things as possible in order to become king of the desert. Help him reach his goal to become number one in the Wild West!

Synopsis

Armando the armadillo starts off on a lonesome road rolling by himself, when he sees a sparkle in the distance. He sets out to obtain whatever golden treasure he sees. The ground must be tilted to roll him to his prizes-- lucky for him the ground tilts and moves with mysterious desert quakes. Armando will roll through familiar and foreign lands. When he reaches the boundaries of these strange landscapes, he is teleported to a new landscape even more challenging than the last. If he can make it through these obstacles, he may find what he is searching for-- the infamous golden sheriff stars.

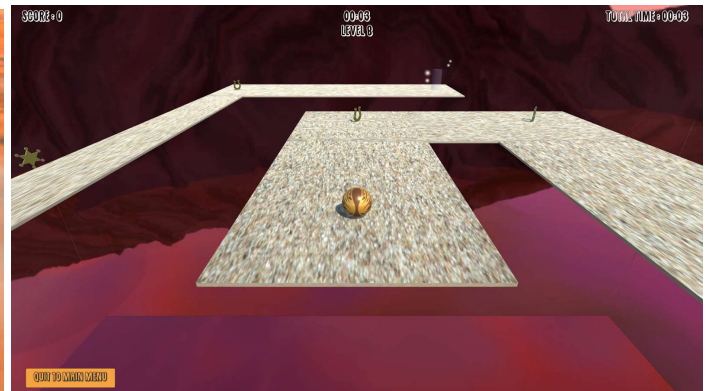
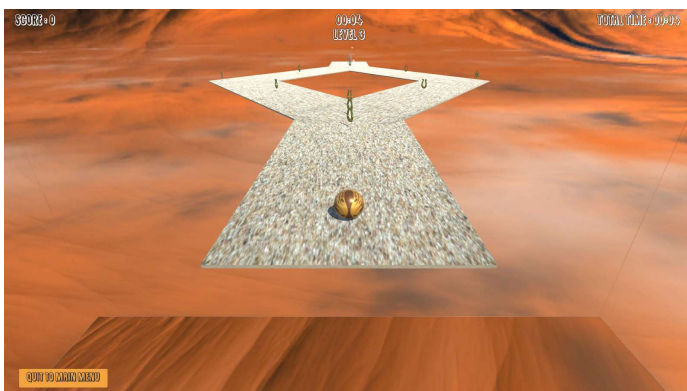
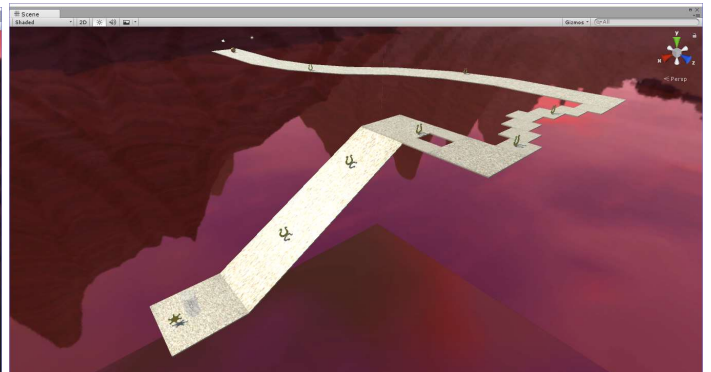
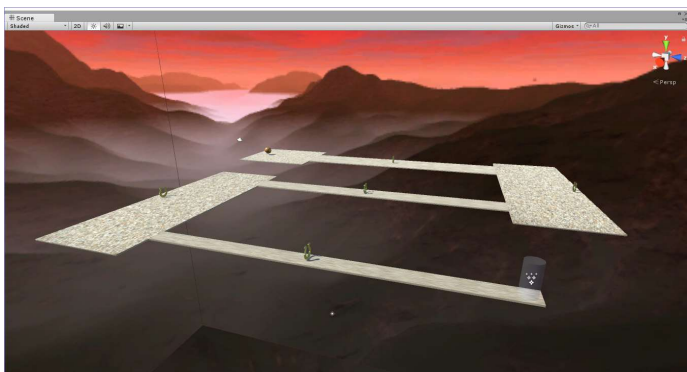
Game Objective

Grab as many golden prizes as you can without falling from the ledges that you face. Tilt the ground with the arrow keys in order to roll Armando in the right direction. Try to reach the end of the level without falling and be ready to face the next one, which may pose tougher challenges than before.

Game Rules

1. Do not fall from the ledges
2. Grab as many prizes as you can
3. Keep your balance as you tilt the ground
4. Make it to the end of the level to advance
5. The goal is to pass all levels

Game Play



Sources

In-House Artwork

Kim Beswick

3D Models

- Horseshoe
- Sheriff star

Vector Art

- Skin for Armando the armadillo
- Armadillo Ball Logo
- Studio DJ Kat logo
- Design Document Cover page

Sound

BGM

- <http://www.dl-sounds.com/royalty-free/mary-jane-loop/>

SFX

- Coins Purchase 3
- <https://www.freesound.org/people/rhodesmas/sounds/342751/>
- Win 01 (Complete a Level)
- <https://www.freesound.org/people/rhodesmas/sounds/320672/>

Other Sources

GRAPHICS

- Armadillo 2D Art
 - http://www.cafepress.com/+cartoon_armadillo_postcards_package_of_8,967967539
- Ground texture: Design Panoply
 - <http://www.designpanoply.com/blog/20-free-sand-and-water-textures-for-the-summer>
- Sugarpunch Font
 - <http://www.dafont.com/sugarpunch.font>
 - From the txt file: This font is copyright (c) Jakob Fischer at www.pizzadude.dk, all rights reserved.

SCRIPTS

- Camera Rotate Script
 - <https://forum.unity3d.com/threads/rotate-the-camera-around-the-object.47353/>
- Fading between scenes
 - <https://unity3d.com/learn/tutorials/topics/graphics/fading-between-scenes>
- Roll A Ball
 - <https://unity3d.com/learn/tutorials/projects/roll-ball-tutorial>
- PlayerPrefs
 - <http://answers.unity3d.com/questions/27973/idiots-guide-to-player-prefs.html>
- Scrollable List
 - <https://www.youtube.com/watch?v=xiW8zEXpQ04>