

Game Title: Magic Balls

Team Name: Lucid Games

Name/Username: Tristan Burgess

Target Audience: 14-34

Gamer Type: Casual

Target Platforms: iOS, Android

Genre: 3D Platformer

Number of Players: 1

Projected Release Date: Q4 2016

High Concept Statement

Magic Balls will be a 3D platformer that combines the fun of a target game like golf or pool, with the fun of a regular 3D platformer. The player is in control of an increasing set of “magic balls” that offer various abilities to manipulate the play space and wreak havoc on enemies. They also have a reusable control ball that actually launches the effect of the magic ball in the direction that the control ball hits the magic ball.

The setting takes place in the world of Ro: a mechano-futurist world full of industrial music, and a political system in control of the world with too much power in its hands. Technological innovation has gotten to the point where the latest and greatest solely goes to the mega rich and the mega powerful. Those who possess this technology are too powerful to take on by hand or conventional weapon. After your father is killed by rival aristocrats, and all that is left to you in his will are the curiously powerful ball-shaped devices developed by Abilisphere Technologies, you decide it’s time to take matters in to your own hands.

Feature Set

- Player discovers an increasing set of magical balls that have special abilities and effects on the world when triggered
- Player has a boomerang-like control ball that is used to trigger the effects of the magic balls
- Enemies feature technological weapons of their own. Their effects can be manipulated by particular magic balls.
- Enemies cannot be taken on by the player himself. This means target hitting precision and accuracy are required to progress in this game.

Team Roles

- Texture/Model Artist – Creates prefabs that can be used to create objects in the game world. Including: Player and enemy models, enemy weapon models, magic ball models, target ball model, platforms, floor/ceiling models, and textures for these models.
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- Level Designer – Designs the overall look and feel for each level of the game. Ensures that difficulty scales appropriately level to level, and designs the boss fight levels such that interesting mechanics can be employed. A plus would be the ability to create the environment/background art for the level.
- Animator – Creates animation systems that make the various actions that players, enemies, and platforms can perform, look seamless and interesting.
- Programmer – Sound and SFX – Creates particle effect systems and sound effect systems that make the game visually and audibly appealing.
- Programmer – Player Mechanics – Implements the various magic ball effects, and the physical interaction between the world, the player, control ball and magic ball.
- Programmer – Enemy Mechanics – Implements the various enemy abilities and behavior. Also implements boss fight mechanics.

The Competition

The game I've seen come closest to this concept is Angry Birds. Players similarly launch projectiles with various effects that hit targets that can similarly trigger various effects. These effects combine in different ways to ultimately bring the player closer to the goal of hitting all of the pigs. In Angry Birds, the level execution is mostly static. Everything is still while you set up your shot. In Magic Balls, the game is very much dynamic and fast-paced, requiring you to aim on your feet. This gives it a slight shooter edge, but with interesting and fun magical side-effects.

Innovation/Creativity

Magic balls will require complex real-time interactions between projectile systems, while still providing the fun look-and-feel of cartoon-like magical effects. Animation and particle system combinations to simulate machines breaking down and collapsing, or outright explosions, add the visual fun.

Scope Management

- Blockers
 - 6 Levels with increasing difficulty, first level is tutorial.
 - 5 different types of regular enemies. Each has one ability
 - 4 bosses, including final boss
 - 6 different types of magic balls, each having a distinct ability
- Majors
 - Rich sound effect systems that map to all major events in the game
 - Detailed animation and particle systems including enemy and player death, explosions, and damage
 - Unique and varied art for each level.
- Minors
 - Additional levels
 - Additional bosses
 - Point/reward mechanic, or currency system to buy upgrades