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Title:

Penguin Shotgun Baseball

Intent:

The intent of *Penguin Shotgun Baseball (PSB)* is to make a 1 button game inspired by games like *"Toss The Turtle"* and *"Penguin Slider"*. Using only 1 button, the player must hit penguins as far as they can, navigate menus, and win the world series.

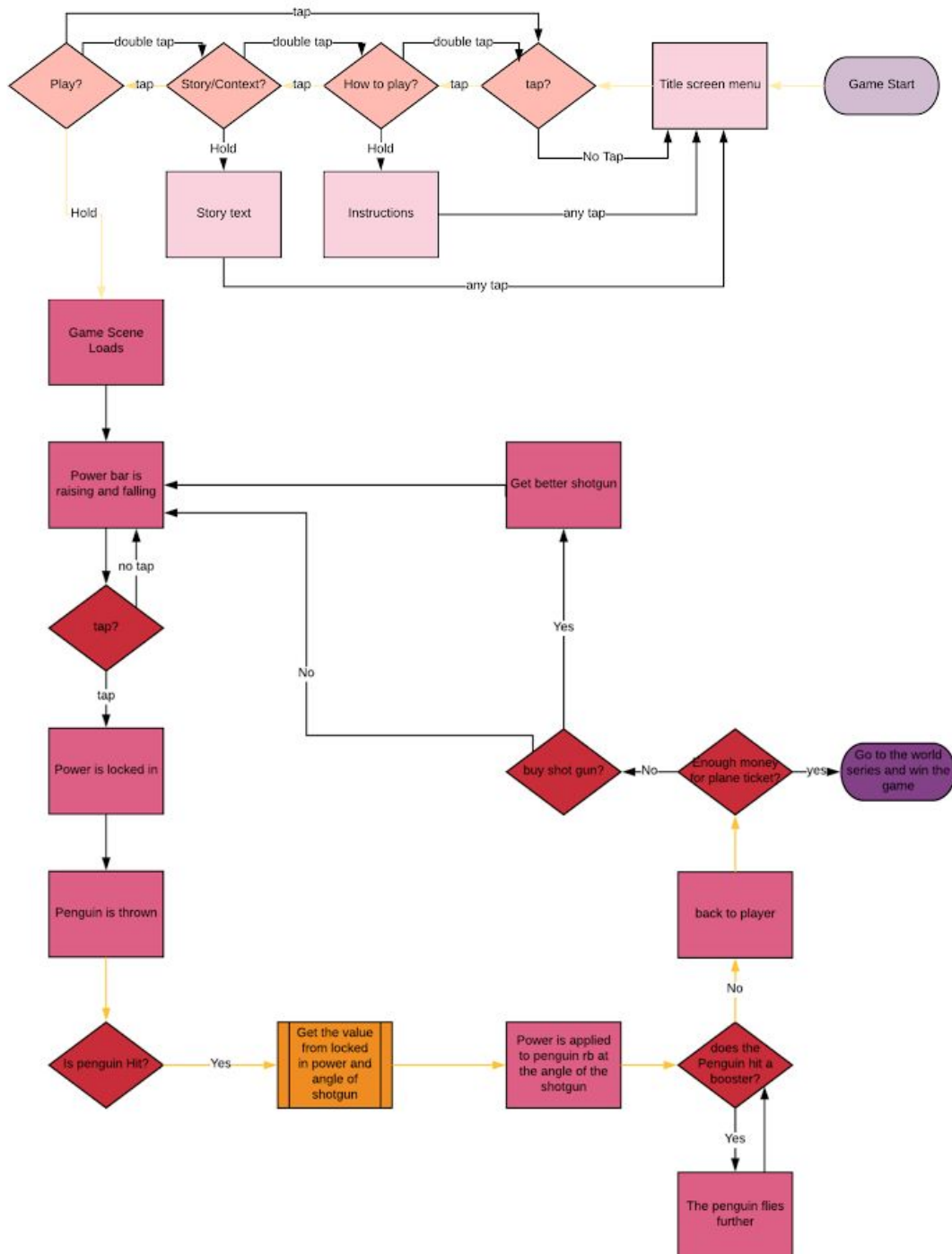# Target Audience:

The target audience for PSB is people who are a fan of minimalist game design and who have most likely played *"Toss The Turtle".*

Context/Environment:

You play as *Babe Ruth's* ghost trapped in a *baseball*. Years ago, someone *threw you off a boat* and the currents ended up carrying you to *antarctica*. There, you founded a *bus company for penguins*. Using a shotgun as a baseball bat, hit the penguins as far as you can so that they have to take longer and more expensive bus rides back home. Use the money to upgrade your shotgun for even more flightless bird flinging and therefore more cash. Eventually emmass enough mula to get a flight back home and become the world series game winning ball.

Description Of Gameplay:

```
                          tap
         double tap              double tap            double tap
  ┌──────────────┐      ┌──────────────┐      ┌──────────────┐      ┌──────────┐      ┌──────────────┐      ┌──────────────┐
  │    Play?     │ tap  │ Story/Context?│ tap  │ How to play? │ tap  │   tap?   │      │ Title screen │      │  Game Start  │
  └──────────────┘      └──────────────┘      └──────────────┘      └──────────┘      │     menu     │      └──────────────┘
                                                                        No Tap        └──────────────┘
         Hold                   Hold                  Hold
                          ┌──────────────┐      ┌──────────────┐
                          │  Story text  │      │ Instructions │         any tap
                          └──────────────┘      └──────────────┘
```

- **Play?** → (double tap) → **Story/Context?** → (double tap) → **How to play?** → (double tap) → **tap?**
- **tap** → **Title screen menu** ← **Game Start**
- **tap?** — No Tap → **Title screen menu**
- **Story/Context?** — Hold → **Story text**
- **How to play?** — Hold → **Instructions** — any tap → **Title screen menu**
- **Story text** — any tap → **Title screen menu**
- **Play?** — Hold → **Game Scene Loads**

Game Scene Loads → **Power bar is raising and falling**

Power bar is raising and falling → **tap?**
- **tap?** — no tap → **Power bar is raising and falling**
- **tap?** — tap → **Power is locked in**

Power is locked in → **Penguin is thrown** → **Is penguin Hit?**
- **Is penguin Hit?** — Yes → **Get the value from locked in power and angle of shotgun** → **Power is applied to penguin rb at the angle of the shotgun** → **does the Penguin hit a booster?**
- **does the Penguin hit a booster?** — Yes → **The penguin flies further** → (back up)
- **does the Penguin hit a booster?** — No → **back to player**

back to player → **Enough money for plane ticket?**
- **Enough money for plane ticket?** — yes → **Go to the world series and win the game**
- **Enough money for plane ticket?** — No → **buy shot gun?**
- **buy shot gun?** — Yes → **Get better shotgun** → **Power bar is raising and falling**
- **buy shot gun?** — No → **Power bar is raising and falling**

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Rules:

- *Phase 1: Power*
    - The player *taps* and a *bar* appears.
    - The bar is *filling up* and *lowering* repeatedly.
    - The more the bar is filled up, *the more force the penguin is hit with.*
    - If the *player taps again* when the bar is *full all the way*, they get a *bonus to power*.
    - The player can *buy shotguns* that have and use *more power meters.*
    - When the player is using this type of *shotgun*, a *power meter* will appear as regular. However, after they lock in the *first* power meter, a *second power meter will appear for them to lock in.*
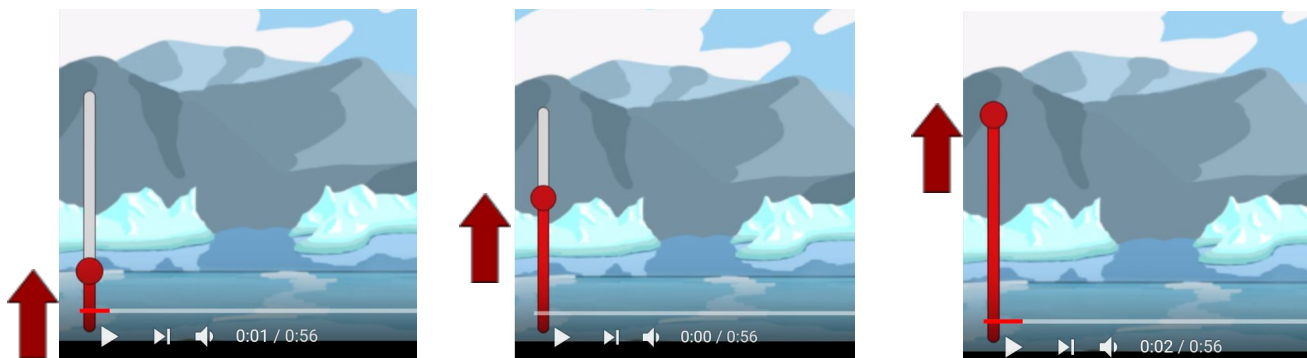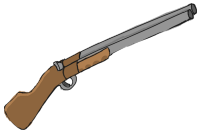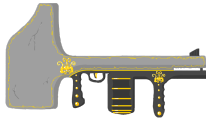
- *Phase 2: Swing*
    - A *Penguin* is *tossed* towards the player.
    - The *player taps*, and the *swing starts.*
    - The *penguin* flies in the *direction* that it *bounces off the shotgun*.
    - If the player got the *bonus power,* then the penguin gets *extra force* added to its velocity so it will fly further.

- *Phase 3: Flying/Shooting*
    - Every *shotgun* has a *number* of *shells* it can hold.
    - Every time the player *shoots*, they *spend* a *shell*.
    - If the *penguin* is in the air or *rolling* after it was hit, the player can *shoot* it to *boost* it *forward* and *up*.
    - If the player is *out of shells, they cannot shoot*.
    - The crosshairs move in a circle, figure-8, or back and forth, pattern automatically.
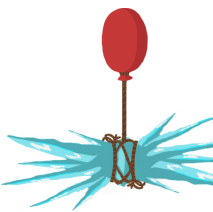
- The player must *line up the crosshairs* with the *penguin* and *hit space bar* to successfully *hit* the *penguin*.
- There are different objects in the level that can either boost or stop the penguin (see list in *Interactable Tables)*.
- The penguin *will slide* for a bit on the ground *when it lands*.
- When its *velocity equals 0 for 2sec*, the camera goes back to the player.
- *Money is added up.*

- **Phase 4: Buying**
  - *The further the penguin goes, the more money you make.*
  - This *money* can be *spent* on *better*, *more powerful*, *shotguns with more power/shells*.
  - Once the player gets ~5,000$~ they can *buy* a *ticket* to the *world series*.
  - To open the shop, the player needs to *hold* the *Space Button*.
  - Once the shop is open, the player must *tap to scroll down, double tap to scroll up, and hold to select*.
  - *In the game's current prototype state, the list of buyable items is quite short.*
  - *In the "full" version of the game, there would be more items to buy for progression.*
  - *In the current version, you can buy shells, ammo upgrades, and shotguns separately*

- **Phase 5: Winning**
  - The player takes control of a baseball player with the same controls, only this time, there are 3 power bars.
  - The penguin is replaced with an actual ball.
  - *This feature was cut due to time but would be in a more finished version.*

Interactables Tables:

Shotguns:	Power:	Number of shells:	Cost:
The 12G Slugger	120	1	Free
Grand Slam Action	100	5	500

0 degrees is defined as completely right.

Boosters:	Force added:	Angle Of Force:	Zone Spawned In:	Spawn Frq:
Seal	2850	65	Ground	4 chances to spawn. 33.4% odds of odds of spawning
Santa	3500	30, 45, or 60	Sky	4 chances to spawn. 33.4% odds of odds of spawning
Sky Bomb	2000	45	Sky	4 chances to spawn. 33.4% odds of odds of spawning
Ground Bombs	3000	45	Ground	4 chances to spawn. 33.4% odds of odds of spawning
Alien	3500	45	Space	4 chances to spawn. 33.4% odds of odds of spawning

Blockers:	How to activate:	Reactions on Activation	Zone Spawned In:	Spawn Frq:
Spikes	On collision with penguin	Penguin is stopped	Ground	1 chance to spawn. 33.4% odds of spawning
Sky Spikes	On collision with penguin	Penguin is stopped	Sky	1 chance to spawn. 33.4% odds of spawning