# Title:
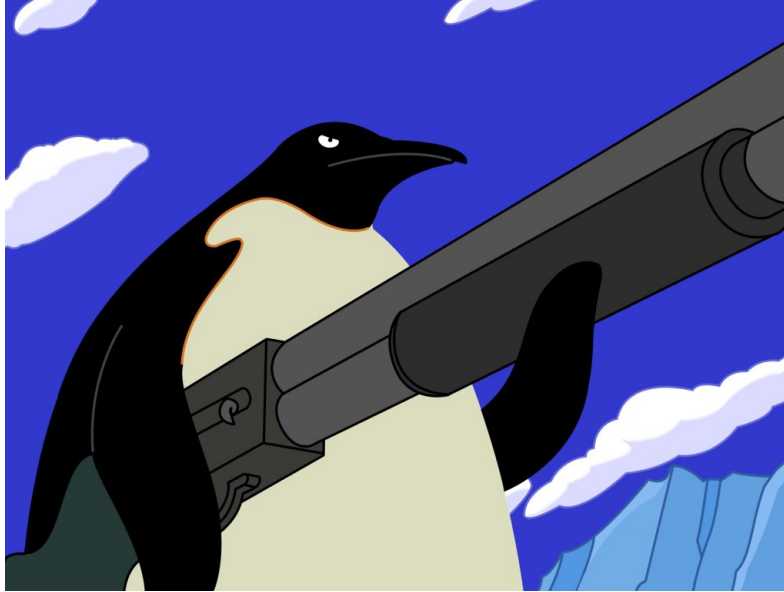
# <u>Penguin Shotgun Baseball</u>



## <u>Intent:</u>

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.
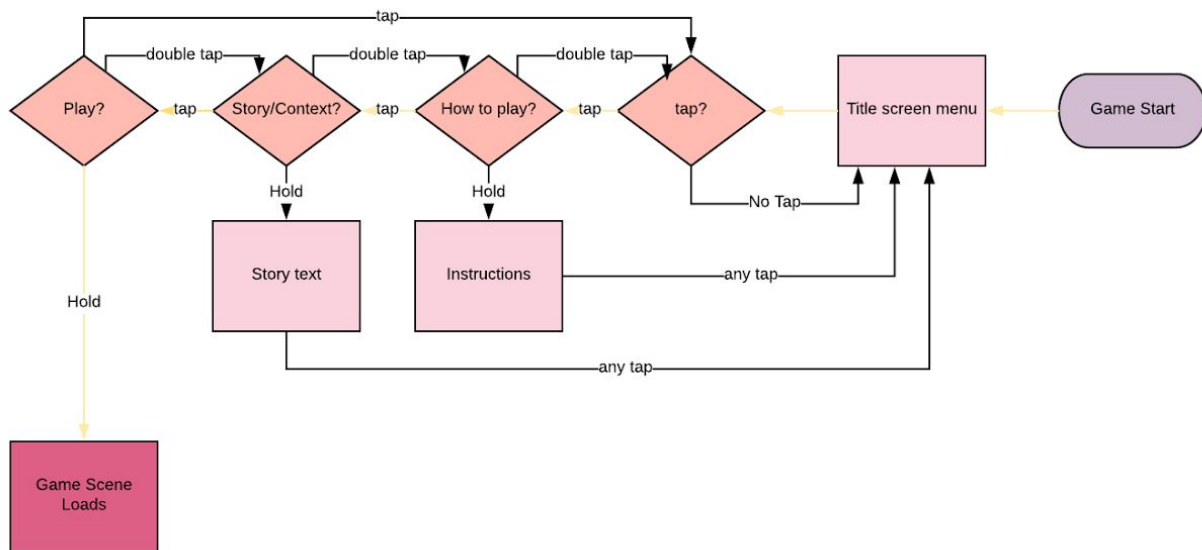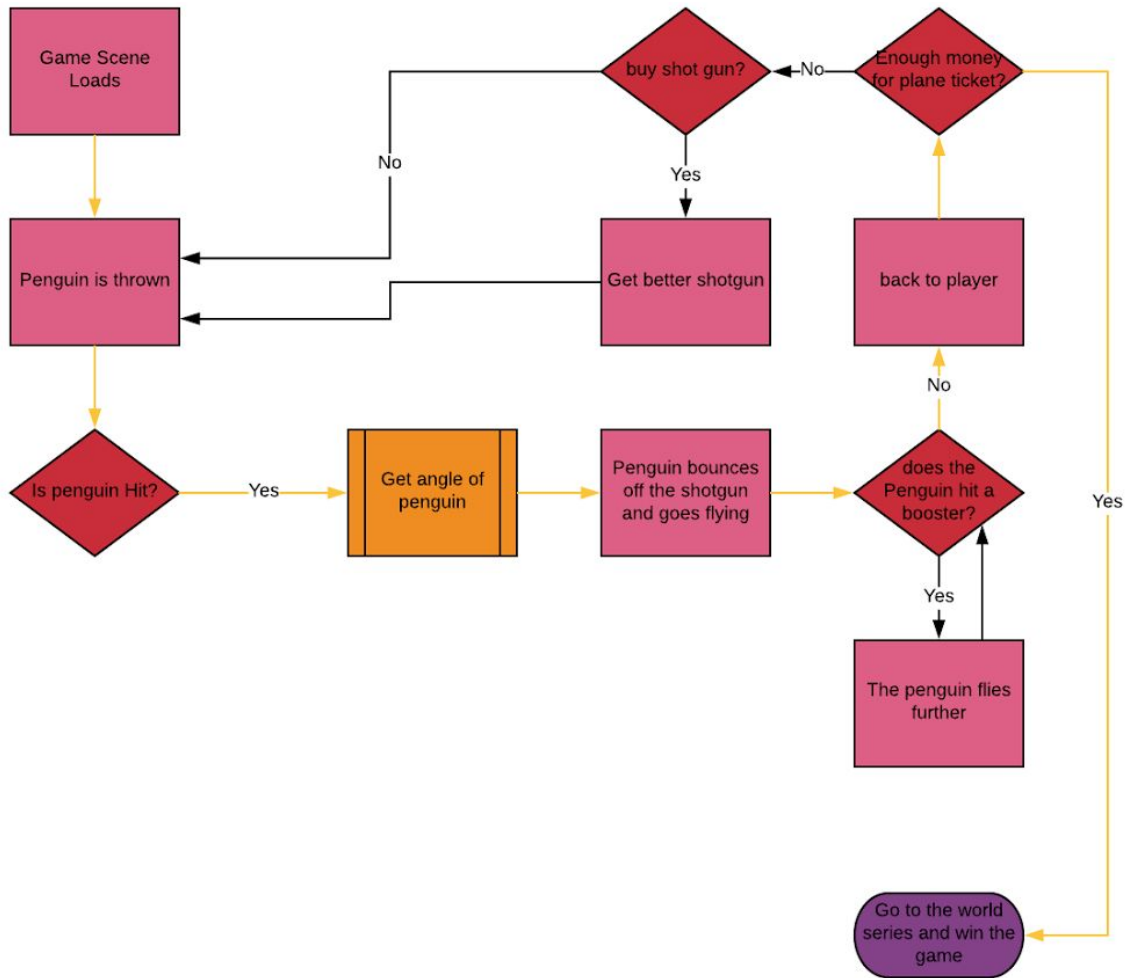
## <u>Target Audience:</u>

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

## <u>Context/Environment:</u>

You play as *Lou Gehrig'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──┐     │
              │              ▼   │              ▼   │              ▼     ▼
         ┌────────┐         ┌────────────┐     ┌───────────┐     ┌────────┐
         │        │◄──tap── │            │◄─tap│           │◄─tap│        │◄──── ┌──────────────┐ ◄──── ╭──────────────╮
         │ Play?  │         │Story/Context?│    │How to play?│    │  tap?  │      │Title screen menu│      │  Game Start  │
         └────────┘         └────────────┘     └───────────┘     └────────┘      └──────────────┘       ╰──────────────╯
              │                  │                   │               │  No Tap
            Hold               Hold                Hold              └──────────┘
              │                  ▼                   ▼
              │            ┌────────────┐      ┌────────────┐
              │            │            │      │            │──any tap──┐
              │            │ Story text │      │Instructions│           │
              │            └────────────┘      └────────────┘           │
              ▼                  │                                      │
      ┌────────────┐             └──────any tap──────────────────────────┘
      │            │
      │ Game Scene │
      │   Loads    │
      └────────────┘
```

## Flowchart

**Game Scene Loads** → **Penguin is thrown** → **Is penguin Hit?**

**Is penguin Hit?** — Yes → **Get angle of penguin** → **Penguin bounces off the shotgun and goes flying** → **does the Penguin hit a booster?**

**buy shot gun?** — No → **Penguin is thrown**
**buy shot gun?** — Yes → **Get better shotgun** → **Penguin is thrown**

**Enough money for plane ticket?** — No → **buy shot gun?**
**Enough money for plane ticket?** — Yes → **Go to the world series and win the game**

**back to player** → **Enough money for plane ticket?**

**does the Penguin hit a booster?** — No → **back to player**
**does the Penguin hit a booster?** — Yes → **The penguin flies further** → **does the Penguin hit a booster?**

# Digital Version Rules:

- *Batting*:
  - **Phase 1: Power**
    - The player **taps** and a **bar** appears.
    - The bar is **filling up** and **lowering** repeatedly.
    - There is a **band** around the bar, **marking a level.**
    - If the **player taps again** when the bar is **filled to this level**, they get a **bonus to power.**
  - **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**

- *Everytime* the player *taps while* the *penguin* is *in the air*, the *penguin flaps its wings* and a *small force* is *added upward* to the *penguin*.
- If the *penguin* hits a *wind gust*, a *force is added* to them *horizontally*.
- The penguin *will slide* for a bit on the ground *when it lands*.
- When its *velocity equals 0 for 3sec*, 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*, *faster shotguns*.
    - Once the player gets ~5,000$~ they can *buy* a *ticket* to the *world series*.

- **Phase 5: Winning**
    - The player takes control of a baseball player with the same controls, only this time, there are more power bars.
    - The penguin is replaced with an actual ball.

# Rules & Gameplay For Paper Version:

## Power Bar: No Power
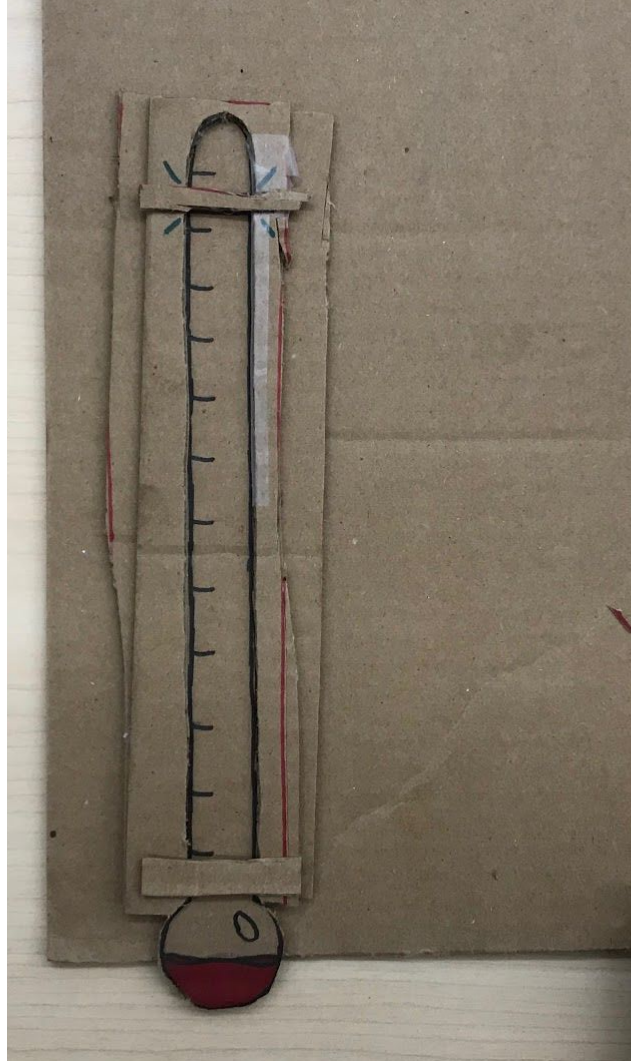


- The *power bar* in this version is represented by a *thermometer*.
- The *higher* the bar is, the *more power* the player will hit the penguin with.
- To *initiate* this, the player just has to *tap the button* once.

# Power Bar: Mid Power
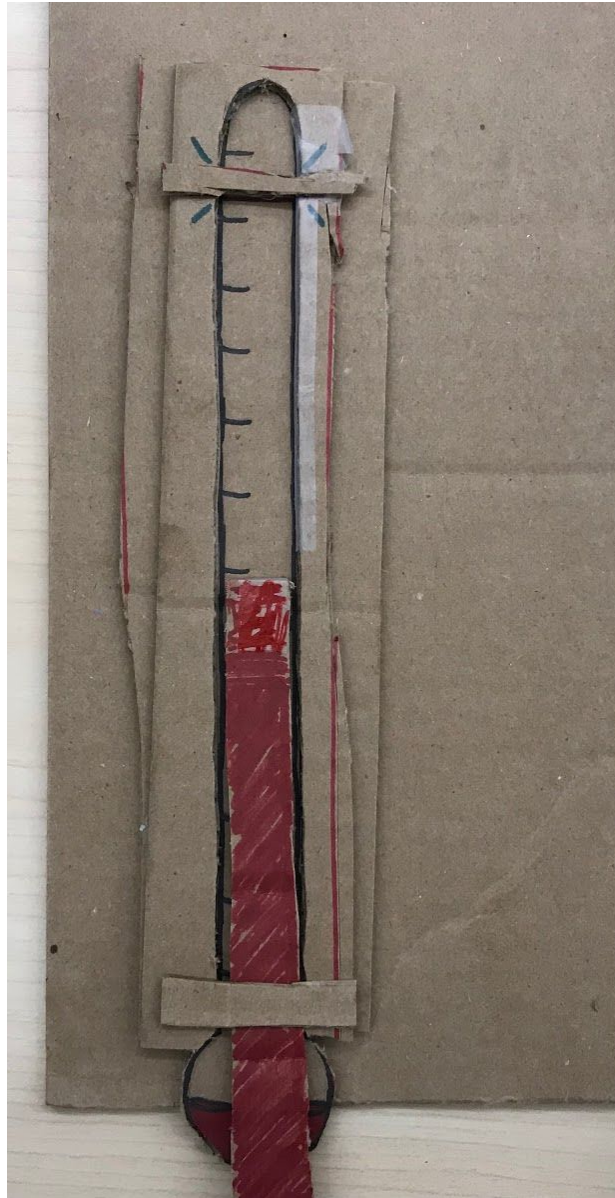


- The *power level* is represented by the *thermometer filling up.*
- The *power level is locked* in when the player *taps* the button a *second* time.

# Power Bar: Boiling Point



- If the player *taps* when the *thermometer* is at its *max*, the *power bar* is at its *boiling point*.
- When the player *locks* their *power* in at its *boiling point*, the player gets a *large bonus* to the amount of *force* they hit the penguin with.

# Batting Power
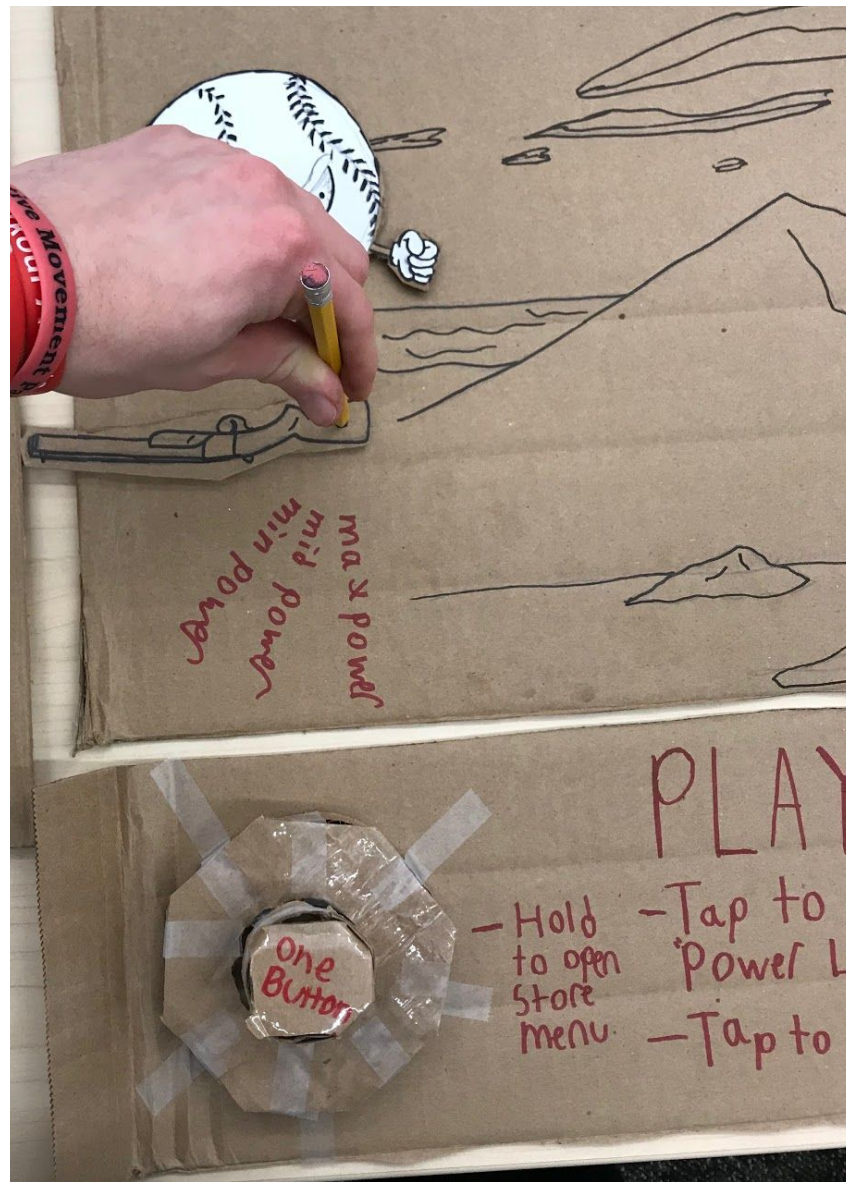


- To **simulate** batting, the player will **hold** the **stock** of the **shotgun** with a pencil, and **flick** the **shotgun** to **swing** it.
- To **simulate** the amount of **power** the player is swinging with, shotgun is **placed over the appropriate marker.**
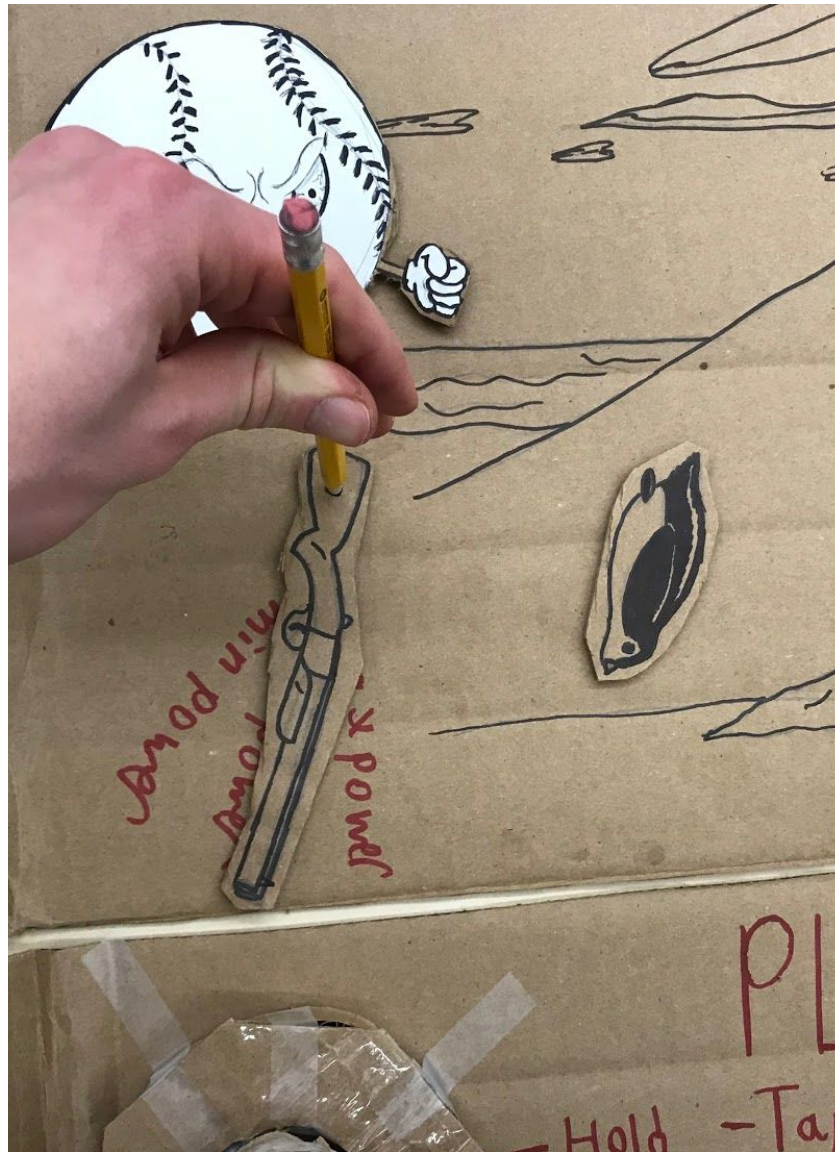
- If the player has *mid power*, the player will *flick* the shotgun *while it is over the mid power label.*
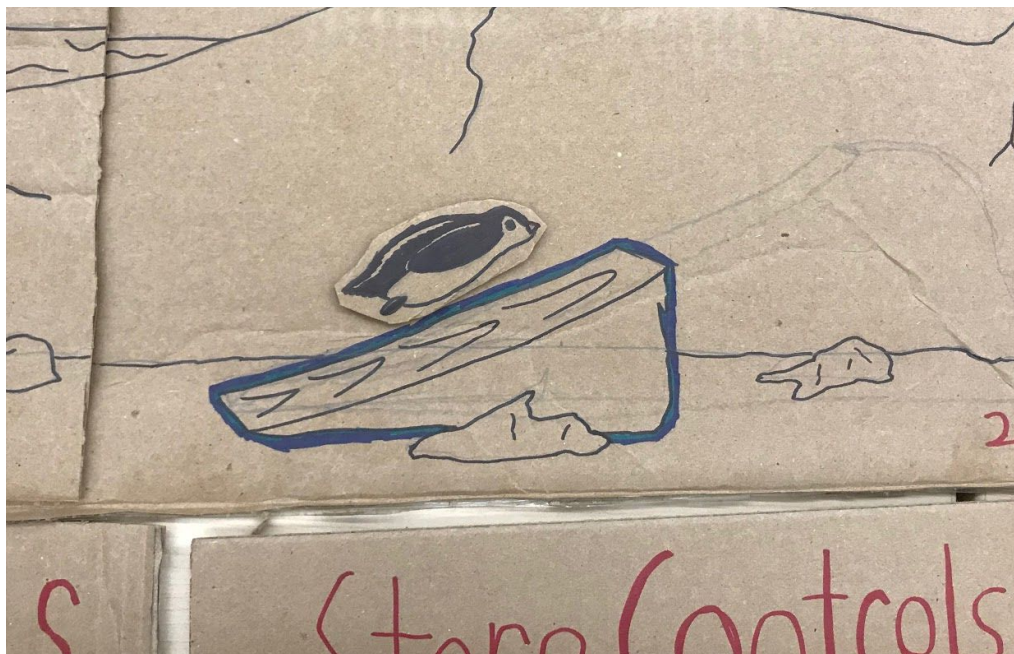
# Batting: Swing
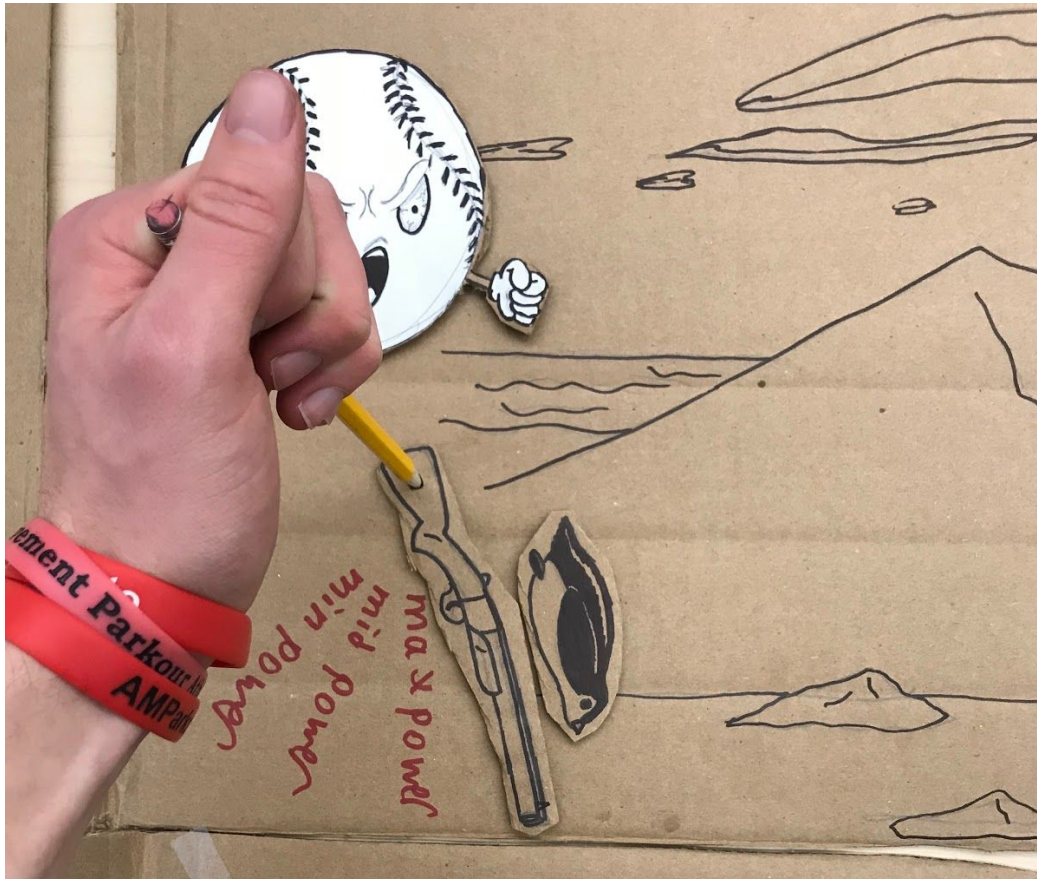


- The penguin is *slid towards* the shotgun.
- The player has to *flick* the *shotgun* to *hit* the penguin and *fling* it *down the game board.*
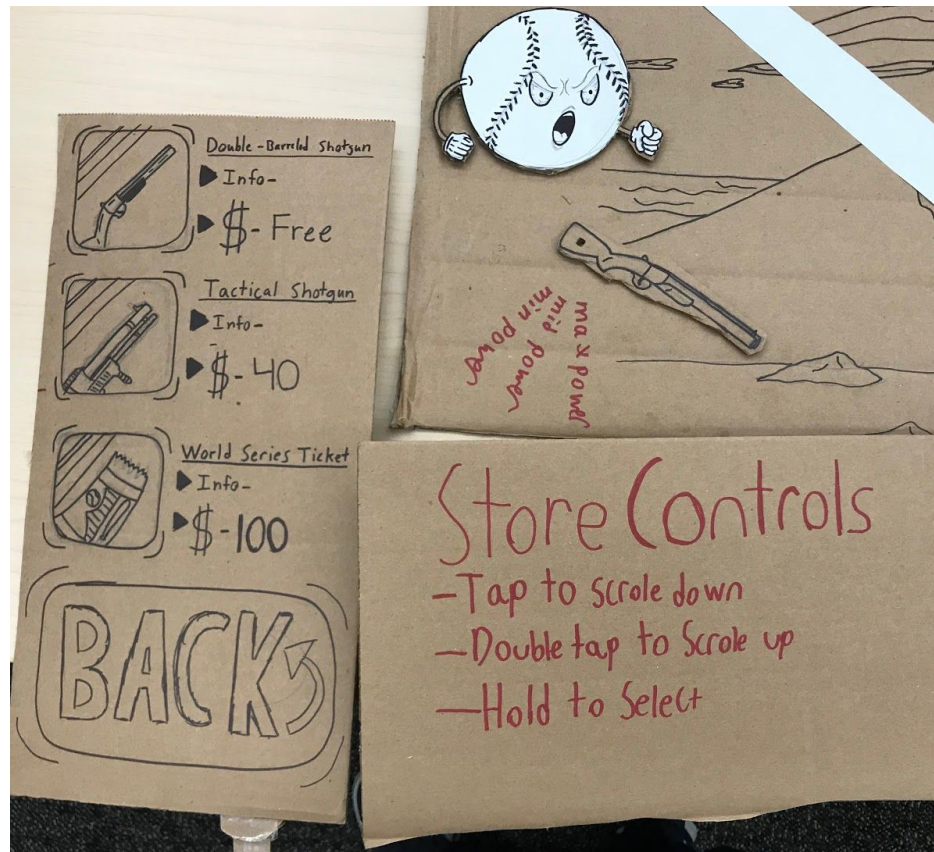
# Flying: 1
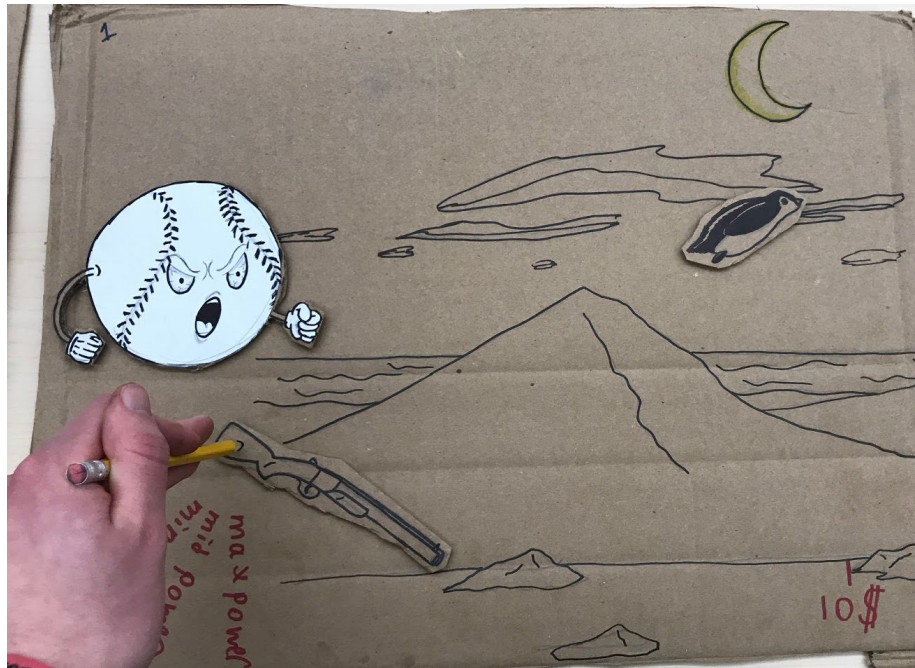


- *After* the penguin is *hit*, it will be *flung down the board.*
- *For every panel* the penguin *passes*, the player gets *$10.*

# Flying: 2



- There are *objects* on the *board* that send the *penguins further*.
- The penguin only needs to *collide* with them to *activate* them

# Buying



- The *money* the player earns can be *spent* on *upgrades* in the *shop*.
- These give the player more *power* to fling *penguins further*.