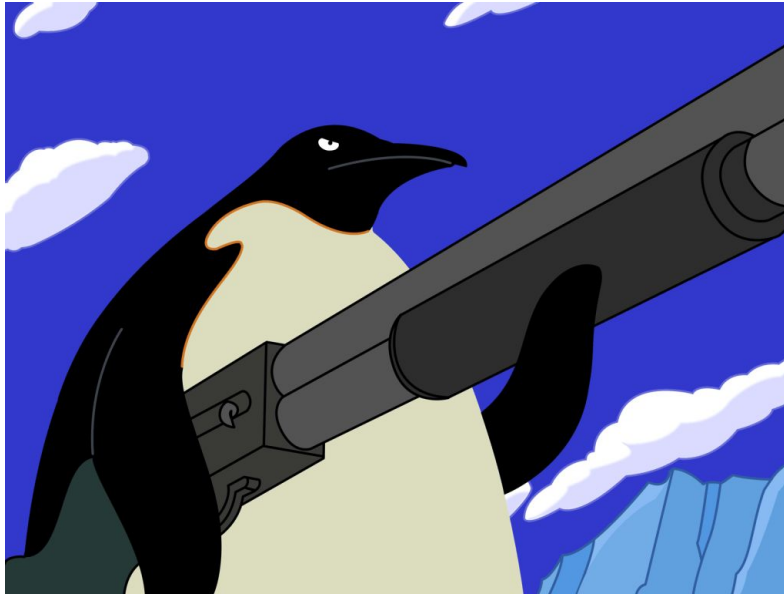


Table of contents:

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:

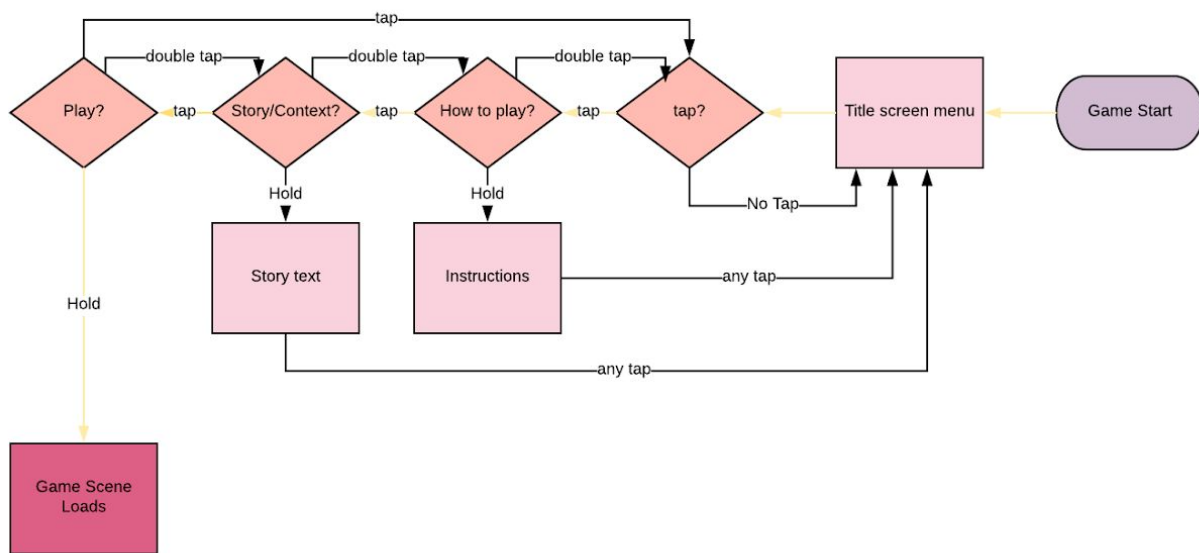
The target audience for PSB is people who are a fan of minimalist game design and who have most likely played “Toss The Turtle”.

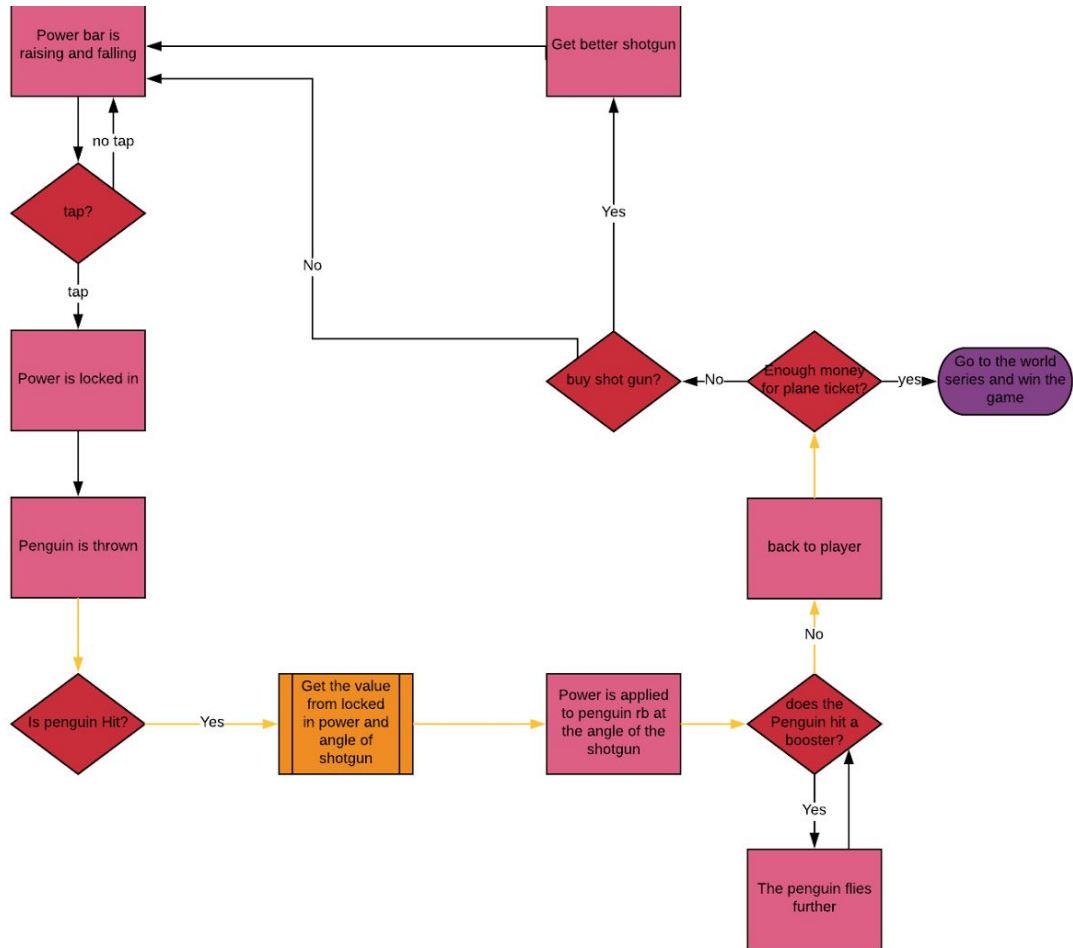
Context/Environment:

You play as *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:





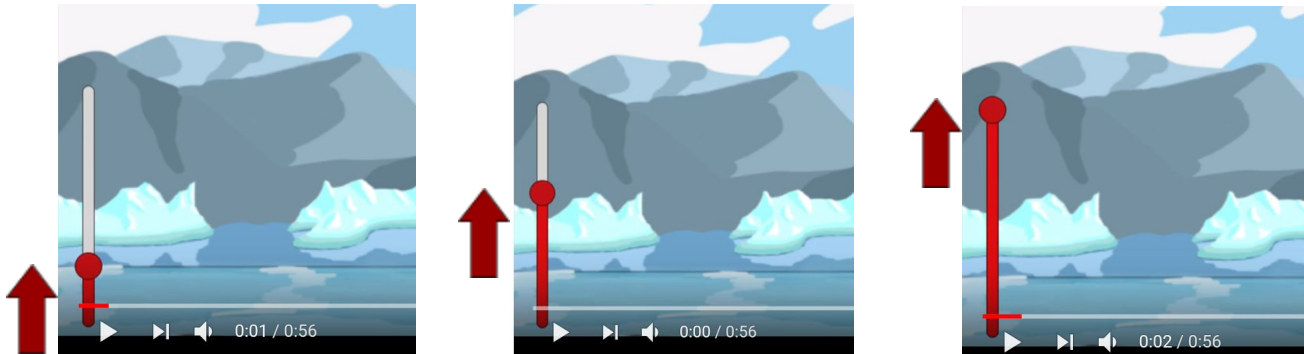
Rules for version 1.3

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 *sliding* 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.*
- There are different objects in the level that can either boost or stop the penguin.
- 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, shotguns with more power/shells.*
- 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 3 power bars.

- The penguin is replaced with an actual ball.