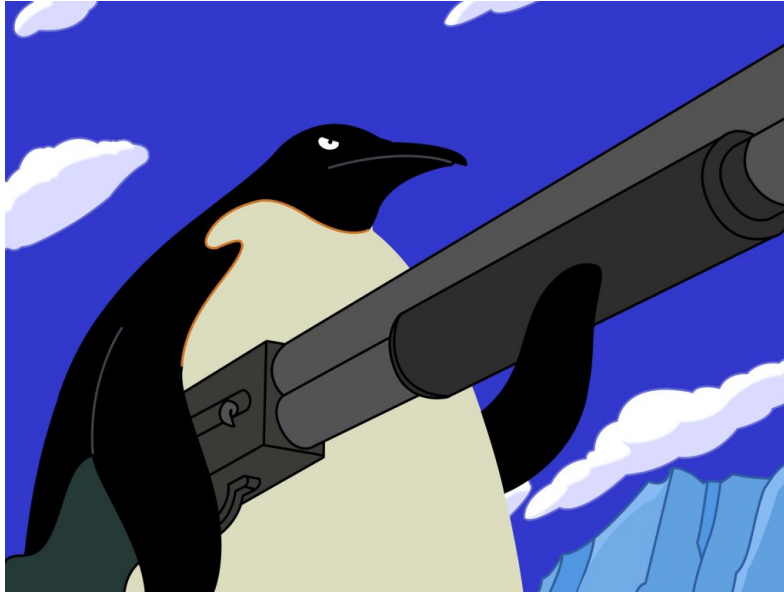


Title:

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.

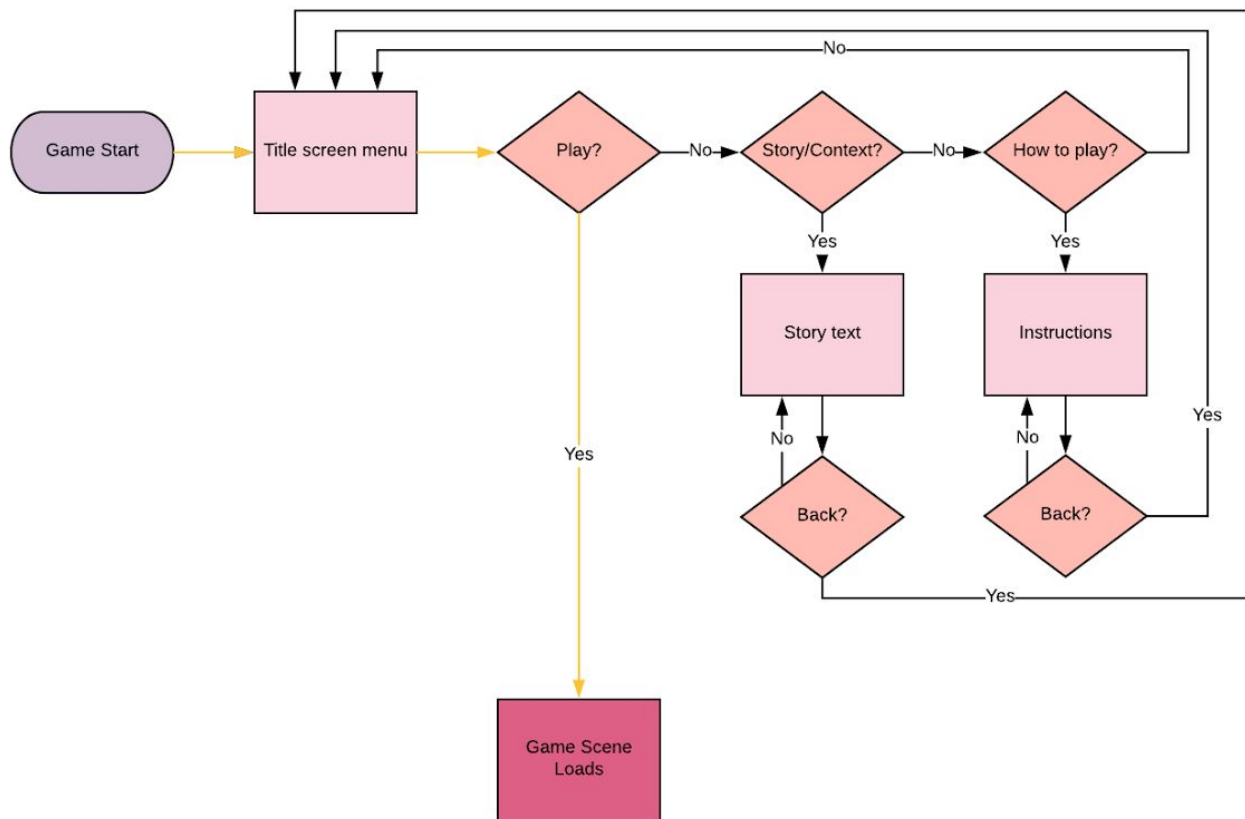
Target Audience:

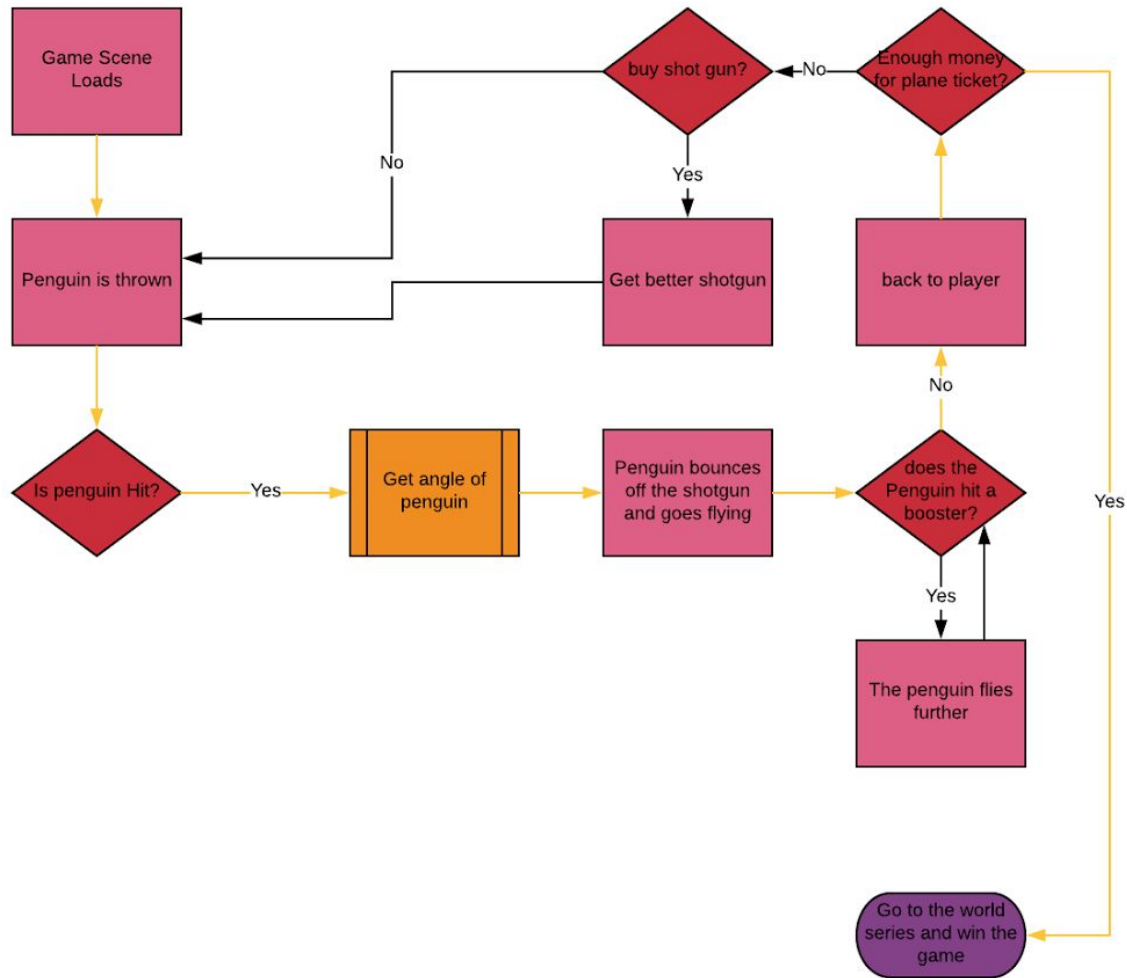
The target audience for PSB is people who are a fan of minimalist game design and who have most likely played “Toss The Turtle”.

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:





- **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**.

- **For artist:**

- Bar
- Feedback animation for getting the bonus

- **For programmers:**

- Way to record timing and amount in the bar
- Way to display and visualize the bar.

- **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.
- **For artist:**
 - Penguin
 - Shotgun
 - Baseball
- **For programmers:**
 - Find a way to move the shotgun
 - Find a way to bounce the penguin off of the shotgun
 - If the player got the power bonus, find a way to add more force in the direction it fucked off in
- **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*
- **For artist:**
 - 1 frame animation (wings down)
 - Wind
 - Sky
 - Ground
- **For programmer:**
 - Check input for tap
 - Rigidbody. Add force up
 - friction
- **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*.
- **For artist:**
 - Buying menu
 - 2 other shotguns
- **For programmer:**
 - Check amount of money
 - Be able to change amount of money
- **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