**Gravity Hop**

**Game Overview**

*Game Concept*

Describe the game in a 2-3 sentenses.

*Target Audience*

Establish your target audience. Describe the demographic you are aiming at and why they in particular would want to purchase the game. List other similar games that have he same demographic appeal. Knowing the age range and fan base you are aiming for will help you refine your goals and key features.

*Genres*

What genres is your game? List other games that have similar concept.

**Gameplay**

*Objective*

This section lists and describes the goals of the project. Establish what is most important for this project to accomplish. List the goals in order of priority – most important goal first. These goals are the guideposts for the project, so consider them carefully. Every feature you include and decision you make in the design and the project should be measured against how they advance your game’s goals.

*Game Progression*

Describe how gameplay proceeds. Is progress through the game dependent on reaching the end of a level, gaining a specific item, or acquiring a powerup? Are boss battles involved? How does the player acquire goals? Do the types of things the player does change as the game progresses? The storyline should be mentioned here, but the section should really focus on the structure of the gameplay.

*Level Structure*

If your game has multiple levels / stages, what is their genreal structure. What is the progression within each level? What is the goal of each one?

*Features*

In this section, describe the key features of the game. Think of what the player will do in the game that will make him want to play it. What are the features with which you intend to construct your gameplay? Consider how these features will advance your established goals.

*Mechanics*

What are the rules to the game?  Hw do all the pieces in your world interact? Depend on your game different of the following can apply: How does the physical universe work? Movement in the game. How to pick objects and move them? Actions, including whatever switches and buttons are used, interacting with objects, and what means of communication are used. If there is combat or even conflict, how is this specifically modeled? What is the economy of the game? How does it work?

**Story and Narrative**

Does your game have a back story? Does it follow a narrative?

**Game World**

Describe the world that your game exists in. Are there different environments? What is the general look and feel of the world?

**Characters**

List and describe player controlled characters here. Describe their look, their abilities, and their relationships. Focus especially on the things the characters can do to create gameplay. How do they move, what attacks do they possess, and what special abilities they can call on. Include a brief back-story for the player characters. The types of villains the player encounters could also be listed here, with special attention to the main antagonist or other key enemies.

**Levels**

Describe the levels in your game. What is the objective? What are the different types of enemies, objects, power ups and actions the player can do. What is the layout of the level?

**Interface**

*Audio*

Description of the music of your game? What kind of sound FXs do you need?

*HUDS*

How do your menus look? Wjat is the interaction and transition between them?

*Controls*

What are the main controls of your game?

*Art Direction*

A description of the arty style and approach you plan to use in the game. Describe what the game will look like, and what art or programming techniques you can use to generate a distinctive visual style. It is generally a god idea to mention other games, movies, or other at that the game might look like.

**Technical Specification**

What is your target platform? What game engine are you planning to use? Do you have any additional hardware requirements? Do you have any networking requirements?

**Team**

Which are the members of your team? Do you have any specific roles for each member?

**Gravity Hop**

**Direction and vision of project**

Gravity is meant to be our take on the endless runner genre. This type of game always involves the player vying for as high of a score as possible by traversing through a series of obstacles.

For our vision, we see this game as one that is:

* Easy to pick up, yet challenging to master (allowing for replay value and competitiveness)
* Quick to play
* Simple controls
* 2D Artwork with a unique style.

Rather than create many mechanics, our game will revolve around one mechanic - the gravity of the planets - in order to allow the character to progress. Obstacles and Powerups may be added, but the main mechanic will ultimately stay the same.

If possible, we would also like to add multiple playable characters, a high score table, and as many cool features (powerups,etc.) as possible.

**Technology**

* Unity 2D

**Team Members**

Wayne Chi - Team Lead

Alex Wang - Developer

Yunan Zhou - Developer

**Communication among team members and customers (represented by your instructors)**

Communication among team members will be conducted through both facebook and email. Facebook will be our daily chat while email will be where the team lead (Wayne) will announce more important details.

We will work with our instructors and peers throughout the semester and shift our game according to how people react to our game.

**Game Elements**

The goal is to get as high of a score as possible by traveling as far as possible using various planets’ gravitational pulls to traverse throughout space without being overrun by a mysterious power that is chasing us.

**Game mechanics** are unknown and will require testing to see what works best, but it must be simple as simplicity is a core element of our game. Possibilities include:

* Tapping to increase the gravitational pull of all planets. Let go to lessen the pull.
* Tapping to cause the player to boost in one direction.
* Tapping to cause the player to boost in the direction of touch.
* Tapping the left half of the screen causes the player to generate force to the left. Tapping the right half, causes the player to generate force to the right.

The **Objective** of the game is to get as far as possible or last as long as possible. We are unsure of what a **game over** entitles. There will probably be a mysterious force that chases us to act as an incentive to move forward (unsure of what that will be).

* Will landing on a planet count as a game over? Or will the player be able to jump off the planet and continue.

There will be a variety of **Powerups and Obstacles** for the player to work with. These include:

* Black holes
* White holes