

Par(k)anoid

DESIGN DOCUMENT

By Leo Stan Studio for the 2025 Pirate Software Game Jam

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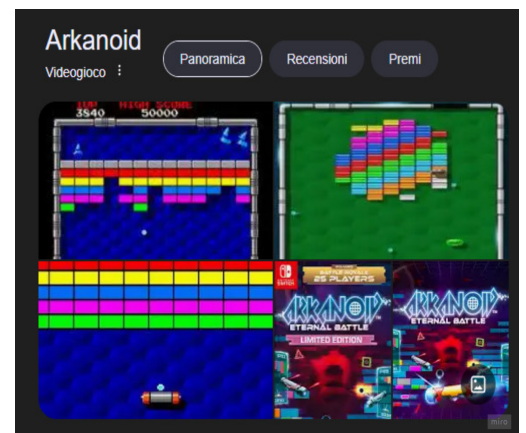
Introduction

Game Summary Pitch

Par(k)anoid is a game that wanted to be Arkanoid but then the ball got bored and ran away becoming a 2.5D platform

Inspiration

The inspiration came by chance during the brainstorming, thinking about the theme **"You Are The Weapon"** and thinking about some 2D games of the past that were simple to make, I thought of Arkanoid, and that's when I asked myself, how would Arkanoid be if we were "the weapon"? that is: the ball.



You Are The Ball

After a traditional start, upon completion of the first level we find ourselves in the shoes of the ball that will try to exit by passing through the backstage.

Player Experience

The player lives a double experience: from a classic Arkanoid, the gameplay evolves into a physical platformer where **he becomes the ball**. The control is fluid, with precise movements and a chargeable jump that rewards timing. Interaction with objects offers realistic feedback, such as physical bounces and dynamic sounds, increasing immersion.

Platform

The game is developed to be released on windows PC

Development Software

- Unreal Engine 4.23
- GIMP for Textures and Logos
- Ableton Live 11 for all SFX

Genre

Singleplayer, puzzle, casual, arcade.

Target Audience

The target audience for this game are game developers and or content creators or whatever, this is a game developed in a jam in less than 25 hours what do you expect?

Concept

Gameplay overview

There really is little to add, the player starts the game finding himself in a traditional Arkanoid, but when he least expects it (?) the game becomes a 2.5D platformer that will have to push the player to change his mental setting to adapt to the new mechanics in order to make the "ball" escape from that place.

Theme Interpretation (You Are The Weapon)

That's simple: You are literally the Ball in Arkanoid

That's all, there's not much to say, I imagined an alternative story where the ball becomes aware of itself and decides to get out of the way, tired of being slammed everywhere by the paddle.

In Arkanoid what does "damage" or breaks things is the ball so I imagined that it was the weapon that we would have to impersonate

Primary Mechanics

Mechanic	
<u>Ball/Paddle Movement</u>	
The Player can move Left and Right	

Mechanic	
<u>Realistic Phisics (Ball)</u> Bounces based on speed and angles of impact.	
<u>Mechanics Change</u> From Arkanoid to platformer when the player hits a special block.	
<u>Interactive Collision</u> Blocks that break or react differently to hits.	

Secondary Mechanics

Mechanic	Animated Mockup (Art not necessarily final)
<u>Special Items</u> Some Items/blocks trigger special events (mode change, special sounds, etc.)	
<u>Jump System</u> The Ball jump higher, the longer you hold down the button.	

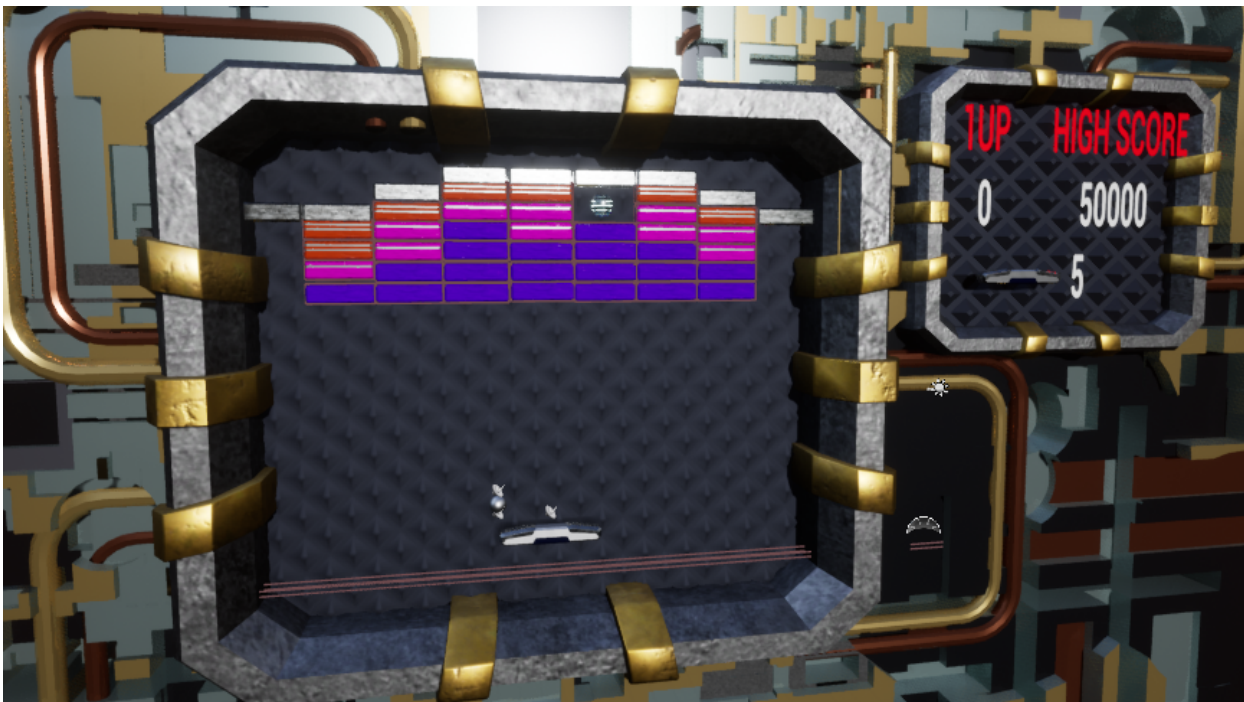
Art

Theme Interpretation

I didn't think much about it, I went by instinct, being fascinated by 3D Hard Surface modeling I decided to implement this style to the traditional arkanoid, vivid colors and simple metal textures.

Design

even as far as the design is concerned I remained on the minimal low poly and sci-fi style.



Audio

Music

As a former music producer I would have liked to develop the soundtrack myself, too bad that time was too short, but one thing I was sure of was that it had to be 8-bit. However I found a nice License free package that was right for me

Sound Effects

As for the SFX, I took a lot from my personal reserve and I tweaked something with Ableton so that it was more suitable for the purpose.

Game Experience

UI

Apart from the initial level where the interface is only an in-game box that shows the results of the match, as for the UI I preferred to leave the field completely free to favor immersion and no come on it's just that I didn't have time to do something better

Controls

Keyboard

Arrow keys left right/ A-D (for moving Left right)

Space/W/ArrowkeysUp (for Jump)

Gamepad

Dpad

Development Timeline

I didn't follow a timeline for the development, I did everything on the fly, but it took me about 25 hours, 8 of which were live streaming on Twitch.

I did it because some friends challenged me, and I couldn't resist the idea because I find these activities fun and useful for learning a lot of new things.

P.s. Thor You are great I respect you so much!