[Maze ball]

Game Design Document

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https://f-e-l-i-x.itch.io/ball-game

Team	
Team Name. Team Members / Areas of Expertise. [if	[Team name undecided so I'm calling us GD 2 Group - Dylan A.] Felix Martinez, Dylan Avila

Introduction

The introduction should include a brief sentence or two about the game, its genre, player type, technical form, references and theme. Everyone that reads this should be able to understand what the basic idea of this game is.

A new purpose for the introduction can also be the reason for the concept and history of the game the concept is based upon. Here is a short list of subjects to address in the introduction:

Ask yourselves: How does it serve the game's **design goal**?

- This game is a puzzle game where you play as a ball in a top camera view. You play in two game modes: a maze and a balancing stage.

Design/Experience Goal Use specific language with 6 words or less. This should encapsulate a design direction informing every design decision you	To roll the ball around.
Genre	sandbox, puzzlers Platformer (cause of the slope at the concept gameplay)
Target Audience How will you target this audience? Why will they play your game?	The target audience could be ages +10 and the reason why is because in the final version of development (when possible) it'll be a fun and cartoon-like world where the land feels realistic as the characters are small with a high voice (cause they're smaller than the ball the player controls).
Platform /Control Scheme Keyboard & mouse (PC/Mac), controller (console or PC/Mac), touch (mobile), etc.	WSAD or up, down, left, right.
Precedents / Inspiration/References for game Games, books, weird social elements, anything that can be referenced in making your game e.g., trying to find an inch of pole to grab in a crowded subway train	Super monkey ball (2001). (Note from Dylan A.) - I can see the maze part of the concept game relates to the maze level in Super Monkey Ball though in my opinion there should be a time bonus of how much time spent trying to escape the maze.
How Many Players? e.g., one-player offline, two-player online co-op, etc.	One player (Could be a leaderboard of many players with the best time and score? - Dylan A.)

Game Analysis

Design Guidelines This is an important statement about any creative restrictions that need to be regarded and includes brief statements about the general (i.e. overall) goal of the design.	The goal of this game is to make a maze but my problem was how do I make a maze using the assets that were given to us. An idea came up and we decided to make a toy theme game with a park.
Mechanics, Dynamics, Aesthetics Breakdown	The controls are up, down, left, and right but it's hard to use so it's more of a challenge going through the maze.

Game Description

Genre Describe the genre using words (not just the category)	Endless, Puzzling, Challenging, Addictive and Family Safe
Game Elements Game elements are the basic activities the player will be doing for fun during the game.	Complete puzzling levels and face challenges as they progress through the game.
Theme What world does this game exist in? e.g.,Post-apocalyptic world with advanced technology and huge supernatural threats in nature	Levels.
Background Description Brief Background/Story/Synopsis	You are in a park within a toy set.
Game Outline What happens over the course of the game?	(Possibly in the final version in development) The ball will roll straight to the surface where the temperature is high and the landscape is different from where you begin.

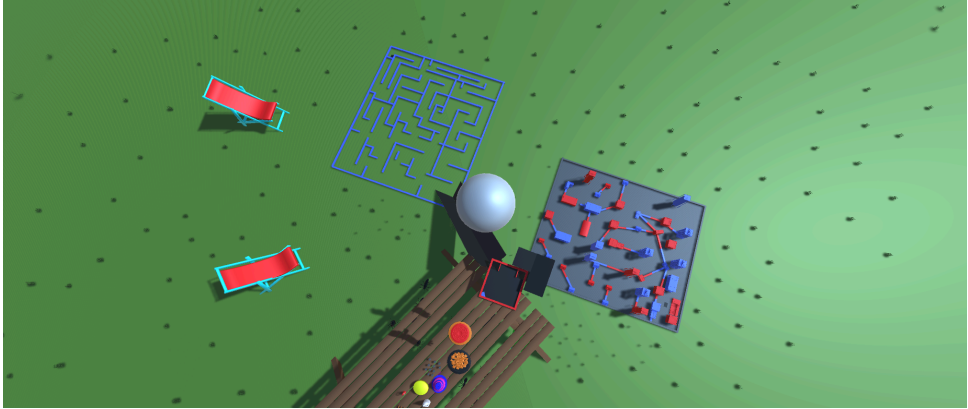| **Detailed Core Mechanics** How is it played? What are the player's goals? Challenges? Include diagrams of gameplay and all gameplay systems.	Gravity does the work, how it's played is the player's action of the ball and the goal is to last longer on the slope down or pass any challenges like the Maze or the Tight Bridge.
Why? / Unique Selling Points Why should this game exist? Why will your audience play it? Would you download/install/play it? What are the **unique** selling points?	The game should exist for anyone that wants to play a short challenging game that is easy to understand by everyone.

Logistics

Development Tools/Technologies	Unity

Development Timeline/Outline (if relevant)	e.g.,
	
	    • Week 1 - Assemble narrative
	    • Week 2 - Assemble asset list
	    • Week 3 -Playtest analog prototypes of core mechanics; complete script
	    • Week 4 - Develop core mechanics in digital form
	    • etc.

Art Asset List List of ALL art assets that will go into the game	Buildings, food, chairs, and tables.
Code Script List This should be informed by the design elements	character movement, camera, respawn.

Game Atmosphere

In the game atmosphere section, it is best to have a mood board or a clear description of the game's style. This is a good place to start interacting with a graphic designer.

Atmosphere Mood Board Could be a link to a	The atmosphere is a park setting.

Character/Units Sketch & Description	As the ball the player's controls is just a ball.
A Level/Location Sketches and Descriptions	
Audio Description	none

Game Play

The game play section is utilized to create a descriptive paragraph about how the game is played.

The idea is that you want the person to imagine they are actually playing the game. Try not to use generic (i.e. broad, non-descriptive) names when writing about the game play.

Example: Few readers want to hear statements such as: "enemy_1 will have more hit points than enemy_2." Instead, it is better to make statements such as: "the Lazarus Fighter has more armor than the Apollo Fighter."

This outline will vary according to the type of game.

Game Options & Modes	The Endless Mountain (Classic), Puzzling Challenges, Extreme Slopes (Hard Difficulty).
Background Description Comprehensive Background/Story	A ball from a high mountain eventually falls from the peak and rolls down to one of the many places to the surface like the slope for skiing, or a man-made attraction that is nearly impossible like a maze or a balance beam.

Game Elements/Levels	
Player Controls	W,A,S,D to move the ball (PC or any computer).
Winning	(Puzzles and Challenges) Succeed the objectives like finding the exit of the maze.
Losing	when the player gives up on the maze.
End	When the player beat the maze by finding the black square.

Key Features

Key features are a list of game elements that are attractive to the player. It may be a good idea to research the key points below or consult with a professional marketer.

Number of Levels	There is only 1 level with 2 stages.
N	**0**

Typical Gameplay Time Length e.g., 2 hours for a	5 minute to 30 minutes (depends on how fast player can beat the level)
Replayability	This game is meant to be played once.
Audio and Video Specifications	none.

Player Properties

Make a list within the player properties section that defines the properties for each player. Player properties can be affected by player's action or interaction with other game elements. Define the properties and how they affect the player's current game.
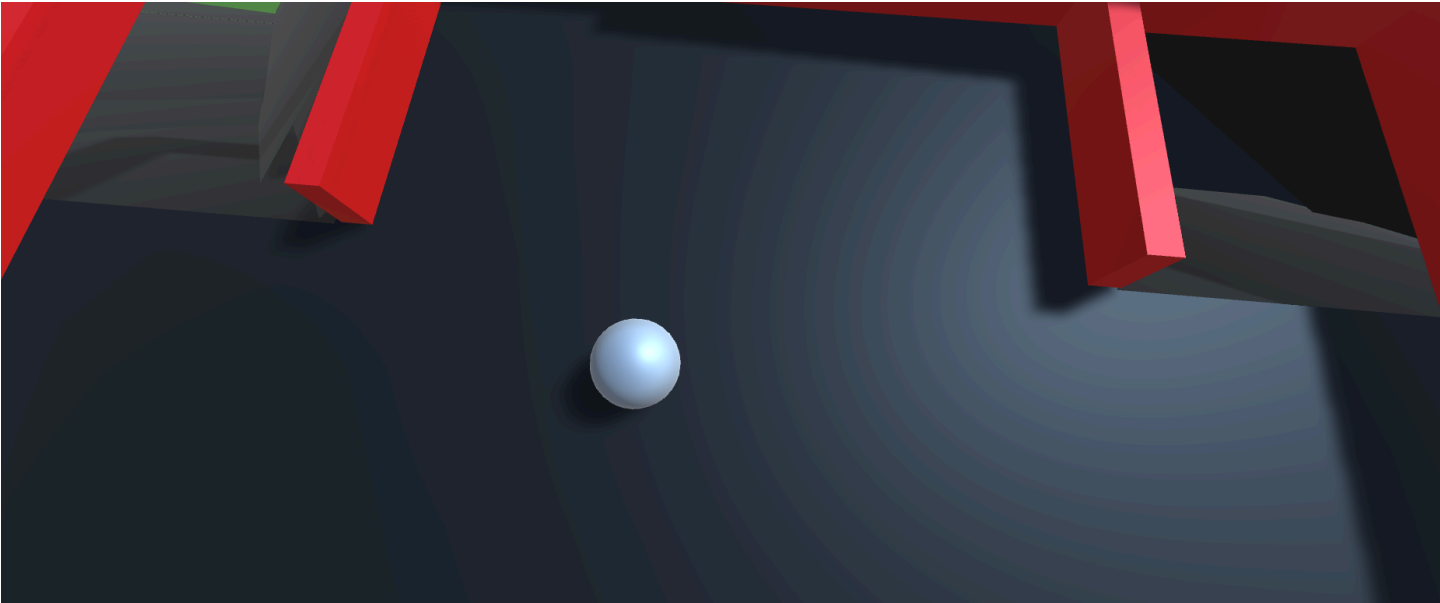
A suggested list of player definitions may include:
- Gameplay
- Player control

Each property should mention the feedback as a result of the property changing!

User Interface (UI)

Player View

Enemies/Elements

Antagonistic Elements

None

Antagonistic Definitions

None.

Antagonistic Properties

None

Antagonistic List

None

Artificial Intelligence (AI)

None

Story & World

The Story

You are a toy ball in a park.

Concept Art

Level Design