Akyuro

DESIGN DOCUMENT

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Introduction

Game Summary Pitch

A digital pinball rouge-like where you're given one ball to accumulate as many points as possible. Build your own pinball course to optimize your accumulation of points which can be renewed for special power-ups and more components to build out your course. Build the perfect course, defeat the boss inside, and score giga-points.

Inspiration

Pokemon Pinball

Microsoft's Space Cadet

Real Pinball Machines

Player Experience

The player will customize their pinball course in a way to optimize their score, watching the big number go higher and higher, trying to accumulate as many points as possible before their inevitable failure. Between runs they can purchase power-ups and new components to boost their score and survivability in the next run!

Platform

The game is developed to be released as a web export

Development Software

- Godot 4.3, Git for programming
- Aseprite, Gimp, for graphics and UI
- Milanote, Google Drive, and Discord for collaboration
- BeepBox, and audacity for all music and SFX

Genre

Rouge-like, pinball, incremental

Target Audience

Fans of pinball games who just want the challenge of achieving the highest score in a way that feeds the craving for that rouge-like skill progression.

Concept

Gameplay overview

Customize your course, accumulate points, buy upgrades, GET MORE POINTS!

Theme Interpretation You Are The Weapon

Primary Mechanic(s)

Pinball, Custom Pinball Course

Secondary Mechanic(s)

Power-ups, Dungeon Crawl

Art

Theme Interpretation

One pinball, one soul, one life to beat the boss.

Design

Audio

Music

A mixture of synths and classical instruments to leverage the strengths of our musician while still paying homage to our favorite games.

Sound Effects

Inspired by older bit crushed and synth effects like what is found in Pokemon Pinball.

Game Experience

UI

Minimal UI where ever possible. Its a pinball game so information should be communicated intuitively.

Controls

Primarily played with the keyboard.

Development Timeline

MINIMUM VIABLE PRODUCT

Pinball

Score