

Balls 3 GDD

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Introduction

Summary

Balls 3 is a pinball roguelike game inspired by Peglin. In it you collect points with your balls to defeat enemies. Each ball has its own properties. Your goal is to defeat the evil Chromatic John who wants to steal your balls.

Inspirations (Example Games)

- Peglin

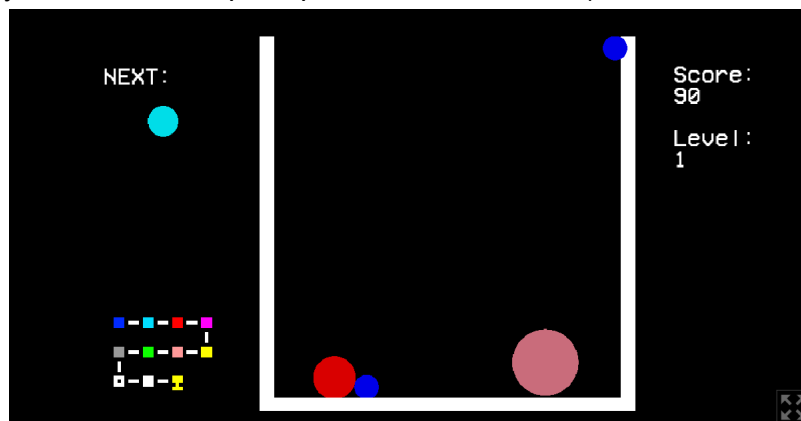


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- Key Takeaway: Combat system (getting points with balls to defeat enemies in waves)

- Pinball



- Key Takeaway: Pinball part of the game
- balls (by 0Pixelated0, <https://0pixelated0.itch.io/balls>)



- - Key Takeaway: balls

Player Experience

Players will probably remember this game from its stupid balls jokes and janky physics, which hopefully will be rather funny and dumb, rather than annoying.

Genre

Action, Roguelike, Pinball,

Theme

Set in space, you control a pinball ship while defeating bad aliens with your balls.

Target Audience

- Demographics
 - Not aliens (aliens bad)
- Optimizer
 - Play with balls

Platform

Which platforms will you be building for?

- Web

Development Software (optional)

- Godot
- Aseprite
- JSFXR
- Audacity

Gameplay

Core Loop

Shoot your ball -> Get points-> Kill enemies -> Progress through levels -> Buy new balls -> Shoot your ball

Mechanics

Primary

- Ball Ability
 - Realtime
 - On hotkey press
 - Different for other balls
 - Gives more control over ball
- Flippers
 - Full control by player
 - Used to bounce the ball

Secondary

- Ball inventory
 - Player can buy new balls and replace his existing ones
 - Each balls has different stats and abilities

Systems

- Enemy wave system
 - Closest enemy gets damaged by points amount
 - Enemies attack when in range
 - Harder enemies in later levels
- Store / Buying balls
 - Balls rarities (rare and legendary)
 - Cost gold
- AI
 - Enemy
 - Attacks when enemy distance is close enough (some enemies can attack from further away)

Art

Style

- *2d pixel art with 2 pixel big outlines*
- *Mainly shades of blue because of space theme*
- *Sprites should be colorful to fit with the chromatic theme, mostly red, green, blue colors. Also color should have meaning in game, for example: orange are bouncers, dark blue/violet are walls, green are points and yellow is gold.*
- *Art should be simple, with big contrast between background , walls and points so the signal to noise ratio is big*



- *If you compare the game to other pinball arcades, you can see that they are really messy, with lots of flashing lights and it's hard to understand what's going on. That's what we tried not to do.*

Style Inspiration

- Isle Goblin



- my own art style

VFX

- Jet fire v6 (recolored to blue and resized, ship jets at the bottom of the map)
- Projectile bullet (ship bullet)
- Impact wind white v1 (when points get destroyed)
- Fireball v8 (recolored, final boss projectile)

Audio

Style

- Music and sfx should give space vibes and arcade feeling
- Audio won't be directional

Sound Effects

- ball hit
- ship shoot
- enemy take damage
- enemy die
- ball bought
- button hover
- bounce from bouncers
- gaining gold from points

UI

Style

The style of UI will be simple, there won't be a lot of UI elements but enough so players know what's going on. This way the player doesn't need to focus on a lot of information which fits the design principle more.