

# A Little Red Ball GDD draft

## Overview

Roll, jump, dash, slow time and collect points to get through levels in this fast paced, fresh take on classical platform side scrollers! A Little Red Ball (ALRB) is a small, minimalistic F2P game for PC and Android, with focus on timing and skill-based gameplay.

## Feature Set

- Classic “endless rolling” movement with a constant forward velocity, and a standard jump ability
- A twist to the classic with the up- and forward dash
- 10 (or more) progressively challenging levels
- Collect points and crystals to get a higher score on individual levels and overall playthrough

## Genre

3D side scrolling puzzle platformer with “endless rolling”, i.e. constant forward movement without the endless procedural levels.

## Target Audience

Casual gamers who enjoy platformers and fast paced, skill/timing based gameplay. The game is mainly targeted for mobile gamers and the mobile platform as a whole, because of its short gameplay sessions and easy controls.

## Game Flow Summary

On opening the game, the player will be greeted by the start menu. Here the player will start a new game, continue from a checkpoint, or choose a level they’ve unlocked. The start menu will also include game options (speed, sound, how to play) and credits. From there, when the player starts a level, the goal is to get through it, collecting as many points as possible. At the start of each level the game is saved.

*The player has 3 lives.* When one life is lost, the player restarts at the beginning of the level. *If the player loses all lives, it’s game over, and they’ll have to start from the first level.* When a level is completed, it will be unlocked, and the player will be able to start a new game from that level if they want to. *However, the overall high score accounts for points collected through all levels, and if the player doesn’t start from level 1, they’ll not be able to get a perfect score.*

*Upon testing the prototype and looking to other similar games, 3 lives might be a bit frustrating and serves little purpose in gameplay. Might be more fun to have infinite lives and*

*add certain achievements for levels (a special pick-up to be collected, not using dash, completed under a certain time etc) to give replayability to the levels.*

## Post Playtest & Feedback Iteration

### Feedback & Iteration

- Having a set amount of lives is only infuriating - you want to jump straight into the action when failing, and having a “you died” screen breaks flow.

*Iteration: Removed set amount of lives and now has infinite amount, no screens break flow unless player pauses the game.*

- Stamina on the dashes is hard to understand - e.g. how many dashes one can actually do and the stamina bar placement feels off.

*Iteration: Removed stamina and replaced with a set amount of dashes (3 dashes) while in air, player regains dashes when touching the ground. Visual feedback (as off now) is shown by a number next to the ball, showing how many dashes are left. This will be worked out in a better way.*

- The forward dash is way less predictable and much harder to understand than the up dash. The dashes would also need some more feedback visually.

*Iteration: Reworked forward dash - it is now completely straight and isn't affected by speed or gravity. Some small bugs are present but no blockers, will be worked upon. For visual feedback, a “speed line” - a ribbon trail with refraction distortion - has been added to give more sense of speed and the movement/navigation of the ball. I've also added a stretch when the ball dashes, so that it stretches out in the direction it's going to give better feedback when dashing. A particle effect (like a “sonic boom”) will soon be added when dash is activated.*

- More motivation regarding the highscore and giving more to achievers - the games focus on puzzle platforming is good but should be more high score/achievement focus to give more replayability. Also, branching paths is fun but then the game needs another point system.

*Iteration: Added a new “Crystal” pick up - which are on the branching paths of the levels. Therefore, the player cannot get all the points and all the crystals in one playthrough - however, once an achievement's been completed (e.g. “Get all the points”), that achievement will be saved so that the player can replay the level to get another achievement - thus allowing them to 100% a level. A timer has also been implemented to track best completion time.*

## Controls

### PC:

- Jump [SPACE]
- Forward Dash [D] or [RIGHT-ARROW]
- Up Dash [W] or [UP-ARROW]
- Menu navigation [MOUSE]

### Mobile:

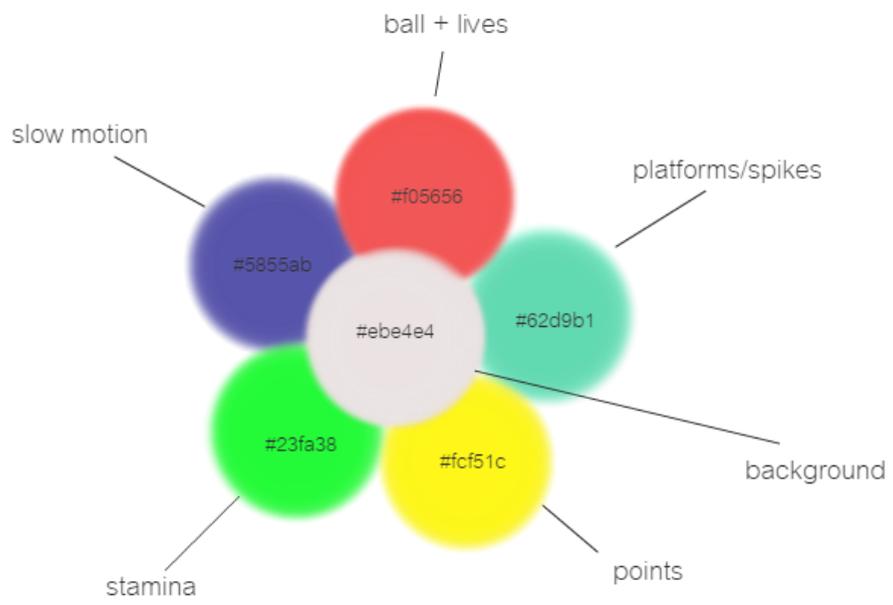
- Jump [Tap]
- Forward Dash [Swipe right]
- Up Dash [Swipe up]
- Menu navigation [Touch Input]

## Look and Feel

Minimalistic, simplistic 3D side scroller with a soft color scheme, basic shapes for meshes and soft, warm lighting. Simplistic, geometry based. Particle effects with the same simplistic look mixed with more detailed particle effects such as “dust clouds” and refraction effects (look to Chameleon Run’s particles as example).

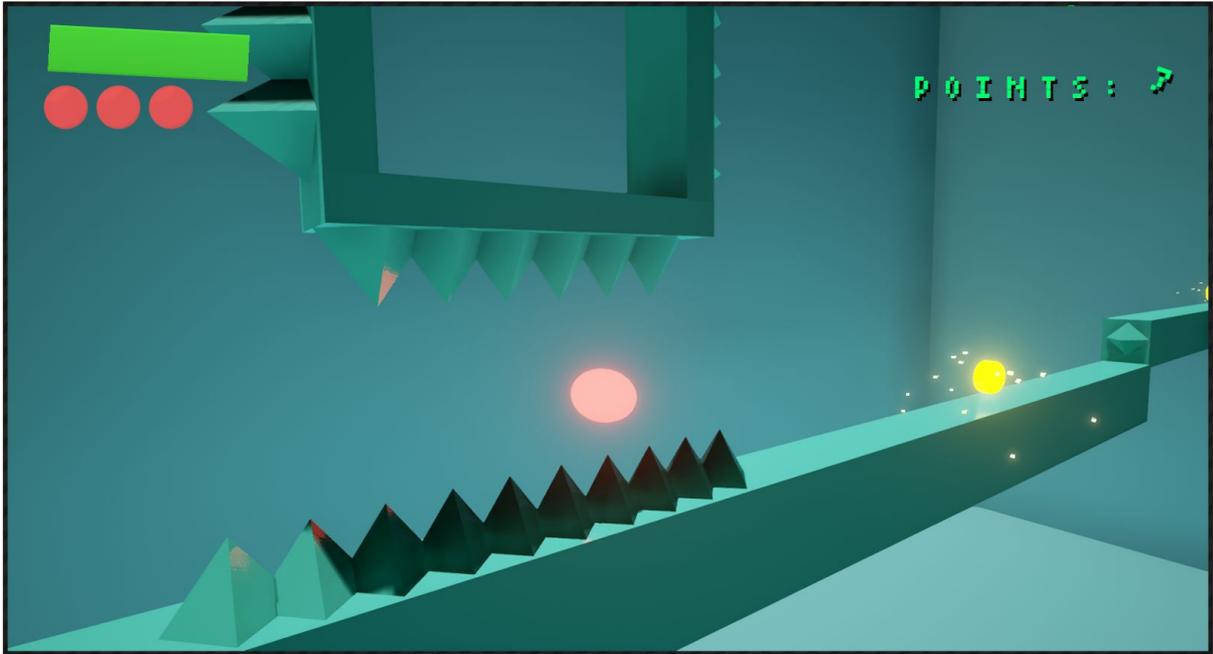


*First concept*



*Colour scheme*





*Current look*

## August 2017 - Update

In order to hopefully reach the November 2017 deadline, some features have been put on hold for the game, these might be cut entirely or added in future updates. The features cut include

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