Under Construction

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Revision: 0.6

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- Casual Game

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The project is being developed as part of the Game Design study at MD.H Berlin.
Possible sales and publications of the physical and digital version of the game will be discussed with the MD.H Berlin after its completion.

1.5 Project Scope

1.5.1 Time Scale

This project is being developed in 4 weeks from scratch.

1.5.2 Team Size

- Lennart Burgold
  - Game Design
  - Programming
  - Technical Art
  - Lead Programmer
- Florian Fülling
  - Game Design
  - Programming (Core Game)
  - Technical Art
  - QA
- Youssef Jammoul
  - Concept Art
  - Game Design
  - 3D Art
  - Texturing
  - UI Design

- o Lead Artist
- Daria Kutepowa
  - o Game Design
  - o 3D Artist Support
  - o Scrum Master
  - o Product Owner
  - o UI Design
- Lara Paul
  - o Game Design
  - o 3D Artist
  - o Texturing
  - o Concept Art

1.5.3 Licenses

All licenses for software and hardware used as well as premises are provided by MD.H Berlin.

1.6 Influences

- Towers
  - o Build your tower by stacking floors, falling from above.
- Pocket Tower
  - o Idle Game to expand your tower and earn money.

1.7 Project Description

Build the biggest tower ever made by collecting floors, keeping other houses small and tidy up your grid. The goal is to reach the highest score.

2. About this project

2.1 Core Gameplay Mechanics

2.1.1 Movement

The player is able to move using a D-Pad on a 5x5 grid with a constant speed.

2.1.2 Highscore

The final goal is to reach a High score.
If the player rests on a glowing tile for a short while, the office expands by one floor of the indicated color and the player receives points.
If the player collects more than one floor of the same color in a row, a combination multiplyer increases the score faster.

2.1.3 Destruction

You gain one bulldozer everytime you earn 100 points.
A bulldozer will appear on the current player lane, vertically or horizontally, according to the button pressed on either the left or right side of the field. It will dash through every obstacle in its way and remove them in the process.
Houses will lose one floor once they get hit by a bulldozer.

3. Gameplay and Rules

The player starts as a one floored office on an empty map. Soon, some tiles will start to glow in a certain color, indicating that the player can move to them to collect another floor.
Once the player decides which color to collect, by resting on the tile for a brief moment, he can hurry to the next field or wait for the next wave to spawn. If the player does not rest on all glowing fields, an obstacle will spawn in their place.
New tiles will start to glow, providing the chance to build up a color combination, or collecting them all to keep the grid clean.
If the player earns enough points, he will gain access to bulldozers. A bulldozer can be used to clear the current player lane and decrease the height of a house by one floor.
The game ends, once a house grows bigger than 5 floors or the player gets stuck without bulldozers to clear his way.

4. Assets Needed

4.1. 2D – Art
- main menu UI
- ingame UI
- pause menu UI
- settings menu UI
- game over menu UI
- loading screen
- logo
- tutorial
- grid

4.2. 3D – Art
- player tower
- house obstacle
- bus obstacle
- tree obstacle
- trash can obstacle
- excavator
- grid ground
- team logo

4.3. Sound

All sounds are selfmade and edited in sony vegas.

- Background Music
- Bulldozer Move
- Bulldozer Spawn
- Character Move
- Character Pickup
- Click
- Fade In
- Fade Out
- Game Over
- Horn
- House Stack
- New Best
- New Highscore
- New Record
- Personal Best
- Plopp
- Title
- You Win

4.4. Scripts

- Character
- Controlls
- Core
  - Core Manager
  - Spawn Manager
  - Tilemap
  - Util
- Destructible
- Game Time Manager
- Social Platform
- Sound Manager
- UI
  - Components
  - Core
  - Menu
  - Title Screen
  - Util
- Scene Changer

5. Schedule

5.1 Sprint planning first week

- Epic: Movement and Tilemaps
- User Stories: Player can move on the grid

5.2 Sprint planning second week

- Epic: Models Concept and Stacking
- User Stories: Player is able to move and to stack the a tower

5.3 Sprint planning third week

- Epic: Lose Condition; Object Spawning, Excavators, Obstacles and Tower Design
- User Stories: Obstacles are spawning and the player have to go around them. If the grid is full, the player loose but is able to clean the grid with excavators. The tower and the obstacles have a final design.

5.4 Sprint planning fourth week

- Epic: UI, Sounds and Balancing
- User Stories: The player is able to use the menus and have sounds. The game gets harder over time.

5.5 Sprint planning fifth week

- Epic: Polishing
- User Stories: the player gets a final version of the game.