

Snowballing Draft Design Doc

Your Name:

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Game Tagline:

A 3D puzzle platformer where you play as a snowball collecting snow, gaining mass to jump higher and progress.

Game Concept:

In order to complete a level, the snowball must collect all of the available snow lumps and grow to the maximum size. The player will progress through levels in a linear fashion, with the levels getting more difficult and slowly introducing more mechanics such as hazards and size restrictions.

Genre, Story, Setting, Characters:

You play as a small snowball whose dream is to become a snowman. In order to achieve that goal, the snowball must collect enough snow and get big enough to form part of the snowman.

Eventually, a comic-style intro will be included, showing the snowball's motivations.

Mechanics Summary:

The player must roll a snowball around the level, collecting piles of snow to grow the snowball. As the snowball grows, it can jump higher, and reach taller platforms where more snow is located. The level is completed when the snowball collects all the snow.

The snowball can fall into the river, causing a game over and requiring the level to be restarted. Additionally, there are caves and bridges which require the snowball to be under a certain size in order to cross them, making the player have to manage the size of their snowball and how much snow they collect at a time.

Systems:

Movement system

Snow collection system/Ball size adjustment

Menu/level navigation system

Death/Respawn system

Size checking system- used for gateways/bridges

Interface:

The player uses WASD or the arrow keys to move the ball around the play area.

The player uses spacebar to jump.

The amount of snow collected is listed in the upper left corner, and the menu is accessible from the upper right corner.

Art Style:

Using a simple, low-poly 3D style.

Current Assets (Will likely be updated later):

Tree background asset: <https://opengameart.org/content/winter-tree-low-poly-3d-model>

Credit as Code Inferno Games or include a link to codeinferno.com.

More trees: <https://opengameart.org/content/simple-low-poly-trees>

Credit not required

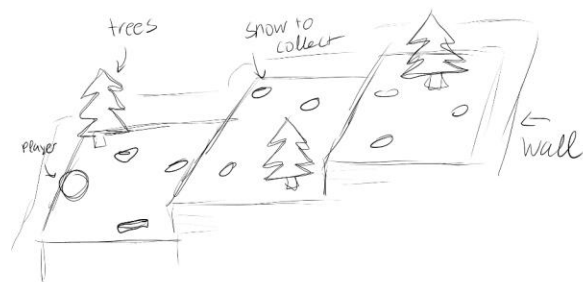
Rocks: <https://opengameart.org/content/low-poly-rocks-pack>

Credit not required

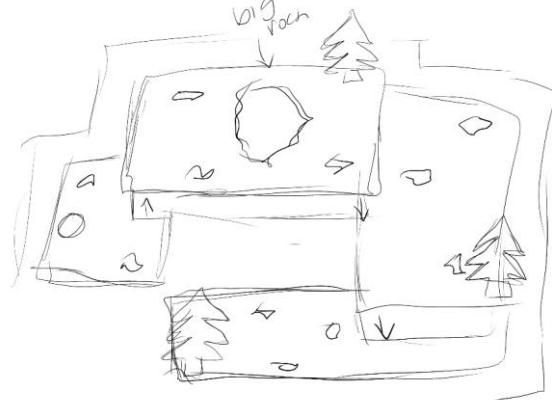
Level Design:

Preliminary design sketches:

Level 1- simple introduction to mechanics



Level 2



(More WIP)

Music/Sound:

Sound effects website (cc 'simple' attribution): <https://www.zapsplat.com/>

Find snow crunch sounds for picking up snow
potentially a movement sound

Music website (cc 'detailed' attribution): <https://incompetech.filmmusic.io/search/>
Something calm and cheerful