

Green = New/Updated

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1.1 Game Name: Palla-palla Rotolo (Which is Italian for “Ball-ball Roll”)

1.2 Version Information: Version 1.0 – Last edited by Zak

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3. Design History:

Version 1.0 – December 16, 2009: Zak – GDD Released

4. Section I - Game Overview

4.1. Game Concept: You play as a small man named Charles who's job it to role a large ball known as a palla into the mouth of a giant worm. You will start at one side of a level and be required to get through a series of obstacles to reach the worm.

4.2. Key Features: The main feature of which all else branches will be the use of physics. Physics force players to use their brain and imagination more to come up with different solutions.

4.3. Genre: Action Puzzle-Platform

4.4. Target Audience: The game is geared towards 12 – 20 year olds. The puzzles will be separated between easy and hard and the art direction is charming and welcoming. However there may be mild harsh language ("hot damn!").

4.5 Game Flow Summary: The game will take place on a map very reminiscent of the one used in Super Mario World. There will be one main path that will branch between "Easy/Normal" and "Hard" and then reunite again.

4.6. Look and Feel: I would describe the visual/artistic look of the game as "the ugly side of adorable", meaning the environment and characters are overall cute, but have facial features such as huge lips and things of the like. The environment should have a lot of depth and feel very explorable, keeping the players from getting bored.

4.7. Project Scope:

4.7.1. Level Themes:

- Europe
- Ancient Egypt
- Ruins
- Pirate/At-Sea
- Shops

5. Section II - Game Play and Mechanics

5.1. Game Play:

5.1.1. Game Progression: The player will complete levels to progress through the map. The player can also choose between multiple branches in the map if desired

5.1.2. Objectives: Get the palla in the worms mouth to complete each level.

5.1.3. The Game World: The game world id silly and fun. Enemies interact with each other and random things in the environment have face and talk to you.

5.1.4. Play Flow: The difficulty will slowly increase and after a certain increment of levels there will be "boss levels" in which the player will need to solve an especially complex detailed puzzle. These levels should have slightly more depth than the others.

5.2. Mechanics:

5.2.1. General Movement: The player controls Charles, who is able to move left and right and can jump.

5.2.2. Palla Interaction: Object interaction will be used throughout the game in a number of different ways. Interacting with objects is done through picking them up, pushing, or pulling them. Interaction with these objects will be needed to complete certain tasks, and levels, therefore becoming an essential part of the game play.

5.3. Souvenirs: The player will be able to find "souvenirs" hidden through out the levels. These will include hats and clothed that Charles can later wear. These can also be purchased from in game shops with money found throughout the game.