

ARCADE SIMULATOR

Kyle McKellar

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Document History

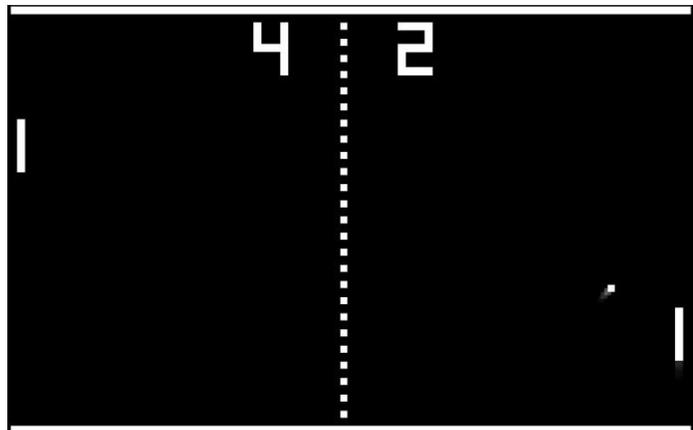
- 18/06/2015 – Wrote up a first pass of the design document, filled out all essential areas and wrote a pitch
- 26/06/2015 – Began doing market research on cheating games, wrote up a risk analysis and began writing up the controls
- 16/07/2015 – Created a sound list, created HUD elements, generated a table of contents and created a gameplay chart
- 24/07/2015 – Re wrote the games mechanics from the ground up, changed the base game from a car game to a more intense version of Pong
- 29/07/2015 – Completed the Design document and went over issues that needed to be fixed
- 30/07/2015 – Re worked some issues with the Design document and completed it for assessment.

Synopsis

Arcade Simulator pits two players against each other at an arcade machine. The players take control pong with the ability to extend the length of their paddle, speed up the movement of their paddle and increase the speed of the ball when hit by the paddle. The player is also given the ability to sabotage the opposing player. This is done by swinging their hand into the other players. This makes the player lose their grip and stuns them for 1 second. The hands are controlled with each analogue stick of the controller, buttons are pressed with the A button and the joystick is held with the left bumper. The first player to reach a score of 10 wins.

Art Style/Aesthetic

The arcade cabinet in Arcade Simulator is 3D whereas the game present within Arcade simulator is pixel art based. The game is heavily inspired by 80's arcade culture with flashing lights and colours.



* See above examples

Gameplay Features/Mechanics

Sabotage

The ability to sabotage your opponent is the key feature of Arcade Simulator. The player is able to swipe their opponents hand away from what they are doing at any given time. This is a risky move as it means the player must stop what they are doing and attempt to hit the opponent. Upon hitting the opponent the player stuns them for 1 second ruining whatever move they were planning. To swipe at the opponent the player must push their stick in the desired direction and press the right bumper on their controller.

Buttons/Joystick

There are 3 buttons and a joystick available for the player to use within the game. The first button lets the player slide and drift around the track. The second fires a missile to hit the opposing player, the missile is usable only when picked up. The third Boosts the player, it is usable only once per lap. The joystick controls the movement of the car, the player is able to move the joystick in 8 directions.

Hands

The player in Arcade Simulator takes control of two hands, the left hand is used for the joystick and the right hand is used for pressing buttons. The left hand is controlled with the left analogue stick whereas the right hand is controlled with the right analogue stick. Pressing the A button on the controller presses a button with the right hand, holding the left bumper on the controller grabs the joystick with the left hand. The player must position their hands over each button precisely to push it, same goes for the joystick.

Pong

Arcade Simulator revolves around a more intense version of Pong. The players compete with each other to achieve the best score. Each round consists of the best to ten, when either player reaches 10 they win.

Genre/Demographic

Arcade Simulator is a simulator game spliced with an arcade game. Considering Arcade Simulator holds no violence it is rated G users aged 16 – 30 will be attracted to Arcade Simulator. Audiences who are a fan of retro culture and having a fun time drinking with friends playing video games will be attracted to Arcade Simulator.

Pong was one of the first commercially successful games to be brought to home consoles before the Atari 2600. Atari encountered a lawsuit from the creator of the first home console “Ralph Bear” claiming that Atari stole their ideas. The first edition of Atari’s home version of Pong sold around 150, 000 units and was the first commercially successful game.

Games/media similar to Arcade Simulator;

- Surgeon Simulator
- Tennis for Two
- Tetris
- Breakout
- Asteroids
- Pong

Risk Analysis

- It is possible that fitting the look of the arcade cabinet into a 16:9 ratio may pose a problem. If this does become an issue it will be fixed through outsourcing or experimenting with new art ideas and implementation.
- The control scheme present within the game may frustrate some people with its difficulty. This could affect sales and reputation of the game, it could also attract more of an audience as some people love watching friends and others get frustrated with a game. If this becomes a problem extensive work and research will be put into making the controls as intuitive as possible.

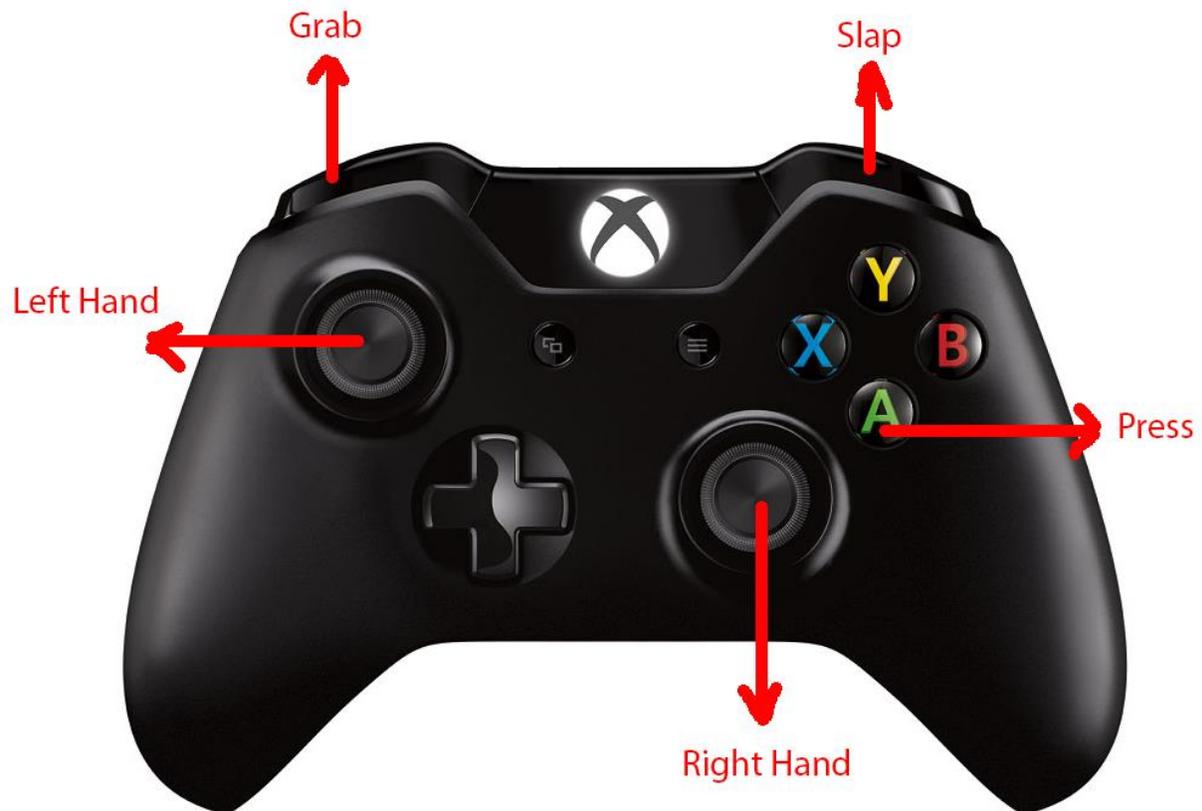
Editor/Engine

Arcade Simulator utilizes the Unity engine as it is a very accessible and flexible engine. The Unity engine provides all of the tools needed to create Arcade Simulator and turn it into a complete game.

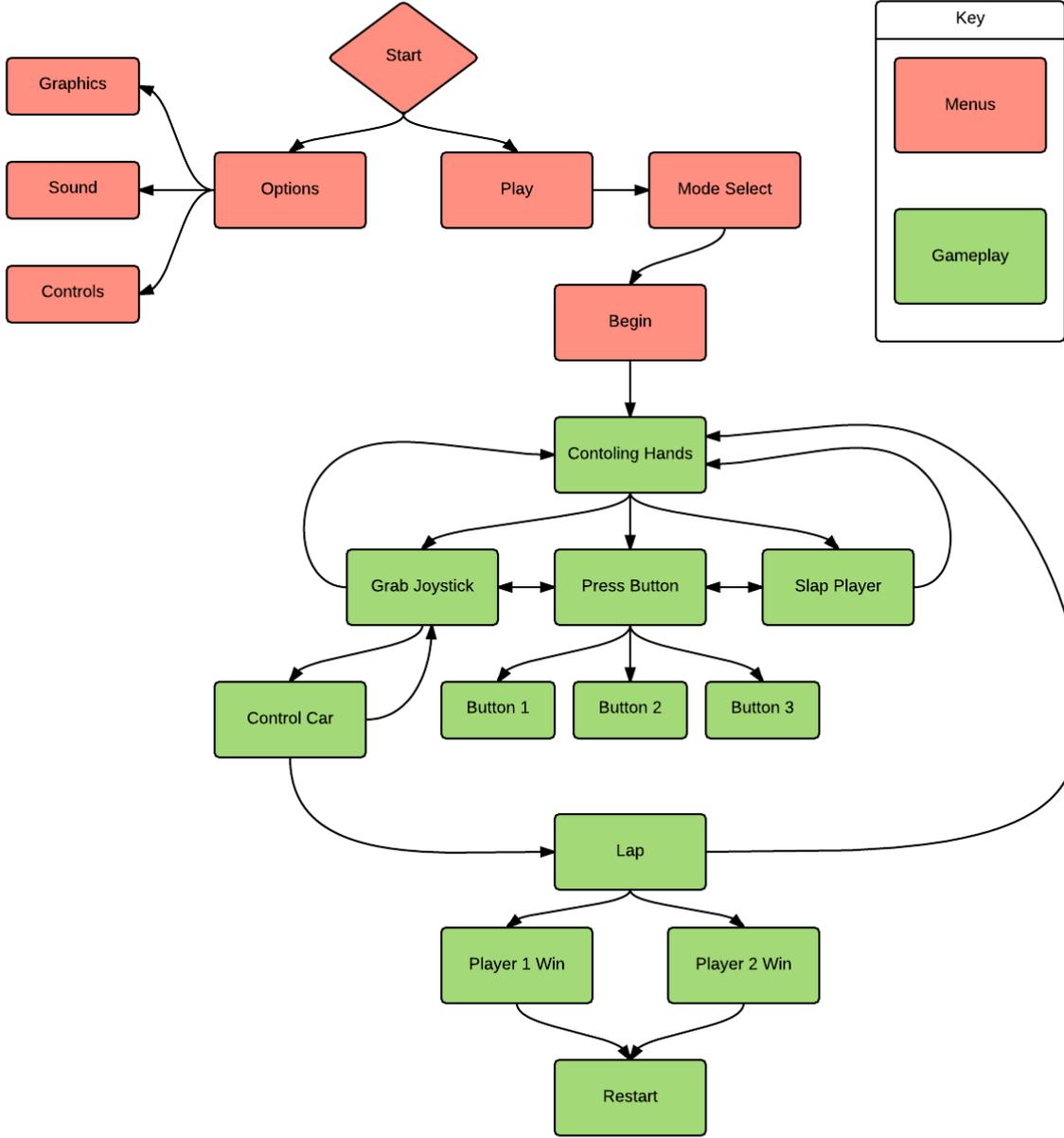
Languages

- English
- Dutch
- Spanish
- French
- Japanese
- Swedish
- Italian

Controls



Gameplay



* See above gameplay flowchart

Interface

HUD



Camera

The camera in Arcade Simulator never changes from its set position right in front of the machine. The camera moves and shakes however when the slap mechanic is used.

Menu



Sound

SFX;

- Hit noise
- Bounce
- Button press
- Slap
- Score
- Arcade Ambience

Music;

- Main menu music
- In game music

Client Meetings

- 18/06/2015 – 3:03pm Start;
Briefed client on idea and how cheating would be implemented,
Client expressed interest in idea, suggested changing car game,
Client suggested having some sort of customization present,
3:26pm End.

Over the next few days I began thinking out different ideas on how cheating would be implemented. Cheating was slowly implemented into the game and ideas were thrown around about changing the car game.

- 26/06/2015 – 9:53am Start;
Client worried about two games under belt,
Client finds the cheating mechanic interesting,
What platform is it on? What are its selling points?
Client likes the art style,
10:06am End.

Over the next couple of weeks the car game was scrapped and replaced with a Pong type game. I began to show the client that two games were easily manageable. Decided on what platform the game would be on as well.

Testing

03/07/2015;

Had family and friends test the car game present in Arcade Simulator and was given a lot of helpful feedback. People didn't like how the car controlled and didn't understand what the buttons did. They did however like the art style and enjoyed how the game looked. Pong was suggested in replacement of the car game, the idea was taken on board.

To fix the issues present I made the buttons bigger in the game and scrapped the car game replacing it with pong.

28/07/2015;

Had another testing session with family and friends. People enjoyed playing pong on the screen a lot more but still had trouble understanding the button mechanics. These are issues that need to be fixed with the next build. People too didn't really use the slap mechanic. Not much feedback was given.

To fix the issues that arose I began to think of ways to make the buttons seem more useful. I added animations to the buttons when pressed to try to get the player to use them more.

Asset List

- Arcade Cabinet
- Hand Left
- Hand Right
- Button 1
- Button 2
- Button 3
- Joystick
- Pong Paddle
- Dividing Line
- Score