

# Roll With It

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# Introduction

## Summary

*"Roll with it" is a rage game, inspired by Getting over it with Bennett Foddy in which you control a heavy rolling ball in a vast world of floating objects and obstacles. Your goal is to traverse the ball through the tricky course all the way to the end through movement, jumping and other mechanics such as jump pads which may or may not be added in the future. It will be intended to be difficult and not have any checkpoints to induce rage towards the game.*

*The target audience for "Roll with it" since it is a rage game I was thinking for ages 7 and up to any age. This is due to the fact that the game is super difficult and supposed to be and a younger person playing this may frustrate them and not be the best for ages below 7. There isn't a set gender theme either so it would also be a great pick for any gender as well as people who are patient and enjoy rage games. The point of a game is to enjoy it so even when people make rage games and make them intentionally difficult the player should only play if they are having fun, otherwise there is no point.*

## Unique Features

*Unusual World -*

*The world is unusual with random floating objects, difficult terrain and an odd society where the game takes place in.*

*Ball Skin System -*

*Adds a system that will allow you to have multiple skins and change it from the main menu. This will include 3D modelled skins as well such as an apple or egg.*

*Narrator -*

*If extra time is available adding narration to the game would help the player connect with the narrator whilst climbing and falling constantly as the Narrator would feel pity but take the mick out of them as well.*

*Hidden Collectibles -*

*There will be a few hidden collectibles that will be hidden around the map and will be out of the way and difficult to see and access them.*

*Death/Fall Counter -*

*A death or fall counter to let the player see how many times they have failed and have certain things happen at specific amounts of failures such as a voice line play at 100 deaths/falls.*

## Minimum Viable Product (MVP)

*The minimum viable product I hope to produce is a game with a vast unusual world that is difficult to traverse with a ball that has movement, jumping and can interact with the collectibles and jump pads that will be positioned around the map. I would also try to create quite a cluttered city environment as the place you fall down to if you fail as inspired from Only Up, using either killboxes to kill the player or using invisible walls to keep the player within boundaries so as to not have them get lost in a cluttered city.*

*UI is also very important and I hope to at least have a main menu, pause menu and a death/fall counter on screen.*

## Concept

### Gameplay

*The gameplay I intend to add for my game is very simple. Traversing through the difficult designed world to reach the end of the game or in other sense the peak of the world. The player will have standard controls such as WASD and jumping to be able to traverse the world and will also have the option of collecting collectibles throughout the world which could unlock an achievement. Throughout the world there will be jump pads propelling the player forwards and upwards making the player have to get the right speed and direction as jumping the wrong way may result in disaster. The narrator will talk to them throughout the game mocking the player and just having a conversation that doesn't require a response from the player. **The end goal of the game is to reach the top of the world aka the peak of the map. There is currently nothing planned at the end of the game currently but like Getting over it and A difficult game about climbing it will most likely get to a certain point and then propel you upwards towards the sky and roll credits as if gravity has been lost.***

### Characters

*There aren't really any specific characters within my game except for my player character that will have no given name. The player will be a ball that you control that will have a variety of skin options to choose from from simple materials to modelled meshes. If this were to be a mobile game it could be implemented as micro transactions by having options to purchase skin packs or just single skins. Bundles are a good way to sell a bundle of items to the player as they usually have a slight discount such as being able to get 10 skins for £8 where each skin separately would be £1 saving them £2, this doesn't seem like a lot but giving them temptation is also a good way to sell items in a game and make the developer money.*

*Other than the ball there will also potentially be the narrator depending if I have time to add them, they will be a background voice that will talk to the player but wouldn't physically be in the world and would rather be as if they are breaking the 4th wall of the game and talking directly to the person.*

## Setting

*I plan the game to take place in a large clustered city with a big open area where you will begin your journey. Going up a ramp will lead to a vast variety of different objects, assets and obstacles floating in the sky. Looking around you will see nothing except city buildings in a circular pattern making a sort of area you are in until buildings go far enough back you would see a horizon. Heading up into the sky the stuff on the ground will become engulfed by the fog and mist and clouds will start to overlay your vision, making it even more difficult but being patient may be beneficial.*

## Narrative

*You have been selected to be involved in a psychological experiment run by the narrator to see the limits of human patience. You and lots of other people have been tasked with playing this very difficult game where you only get one life. Once chance to prove you can surpass human limits.*

# Gameplay

## Design Pillars

*Gravity does not apply to the world environment -*

*All objects and assets within the environment in the game are not affected by gravity and remain floating in the sky stuck in position. This means the player character is still affected and will fall and be pulled down by gravity.*

*Falling into the city will be insta-death -*

*If you are to fall from the sky and land somewhere within the city area you will instantly die, this is to prevent getting lost and or stuck within the city making it impossible to get back as well as keeping the objective of the player clear and simple, climb up the world.*

*Collect the collectibles throughout the world to unlock achievements -*

*Throughout the world there will be hidden collectibles in which if the player touches them will collect them and add towards a hidden score. Getting the maximum score you can will reward you with an achievement however getting these collectibles won't be the easiest and send you down hard paths.*

## Mechanics

*Movement -*

*Allow the player to traverse around the game world using WASD or the Arrow keys.*

*Jumping -*

*Allow the player to jump using spacebar giving you more access to vertical places and climb upwards.*

*Jump Pads -*

*Jump pads will be positioned in specific locations designed for the player to use them to reach the next area, some may be optional to use whereas others will be required as reaching the next area is impossible without it.*

*Collectibles -*

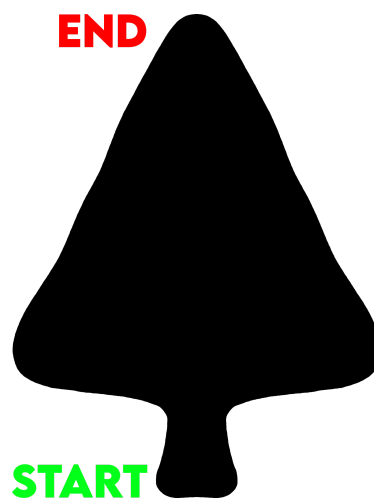
*Collectibles will be spread out across the game world where touching them with the ball will collect them and add towards a hidden total score that once it hits a certain value will reward the player with a hidden achievement.*

*Death/Kill Box -*

*A box that will be positioned over the city area in which if the player is to fall onto will kill the player, resetting all their progress and making them start from the beginning.*

## **Level Design**

*For the world, I plan on having it similar to the shape of a christmas tree, not literally but the objects in the sky will take the shape of one. With the trunk being where you begin before it quickly spreads out to an area where the player will have to manoeuvre around to climb upwards. There won't be any way of skipping parts (at least not intended) and will have a set path for the player to follow, as the player gets higher and higher the objects get fewer and thinner towards a point giving it the christmas tree shape. An example below shows this in a silhouette form.*



## **Art**

### **Theme**

*For Roll with it I intend to keep the art theme and design very simple and low poly with the use of cell shading and since I would like to create quite a vast world keeping the models low poly will save much time. If I had more time I would definitely take the time to make more complex models. I will also keep the shadows quite harsh by using basic screen effects such as vignetting.*

*Since it's simple 2D art for the game I will keep Stylized using cel shading to give it depth and 3D characteristics. The skybox I plan to just set to a basic sky as the city will surround the player and block all vision from what could of been a mountain skybox for example but since the buildings will go to a point to block the view all they would see is sky and once they are high enough in the sky the ground below them would become hazy and covered from the clouds.*

## **Design**

*To implement my visuals into the game all 3D models will be designed and modelled within 3DS Max. These will be models such as assets used for the map as well as meshes the ball can use as skins. I would also need to texture these and will most likely use a mixture of substance painter and photoshop as both are great for material creation both having their pros and cons.*

*For creation of the world and different levels of the map I will probably first block out the game within Unity using primitive shapes before replacing them with detailed models allowing me to see how the world will look from a quick glance. I also want to try and keep the world within certain borders and not stray too far over the city as going too far may allow the player to see past the edge and into the void making for a visually bad look. These borders are still to be decided but will still be quite a large area.*

*All lighting within the game I will most likely use Unity's inbuilt directional light to cast a light upon the entire world as if it were the sun as we have not yet been taught much on lighting within Unity other than some basic visual enhancements.*

*All 2D sprites and artwork will be done within photoshop with the use of my drawing tablet as this will give me better use of pressure brushes, give me higher accuracy and just make the art look better and smoother. Using a mouse for digital art is possible but can be painful and difficult especially if you have shaky hands.*



# Audio

## Music

*The music within Roll with it will most likely be classical or uplifting music. This is to try and keep good spirits with the player whilst they are playing through the challenging terrain. It is also to try and mock them a little through the music as falling from high up and losing a lot of progress while very happy music plays usually infuriates the player more.*

*Depending on the time will determine if I fully custom make it myself or use some presets within software to create a simple loop. However if I was to custom make it I would do all audio production inside of Ableton Live 12 Lite. I don't have a huge experience with the DAW but enough to make a beat and export it to be able to implement it into my game.*

*The same music will most likely be used on both the main menu and in game just to keep it simple and save me from having to make separate tracks for each.*

## Sound Effects

*There are quite a few sound effects that I will be implementing into the final product. All audio recordings will be made by myself and done through either Audacity or Ableton Live where I can also edit and tweak the sounds making it possible to add effects and other enhancements.*

*For the player I was thinking about doing a rolling noise, I would have it change depending on the surface you are on but this will only be done depending on the time I have extra. I also want to make a jump noise with quite a sharp snappy high-ish pitch noise.*

*The collectibles will also have a sound upon collecting them and plan on also having them make a quick high pitch noise like when you pick up a coin in Mario.*

*An extra addition I thought would be quite cool would be to make it so the higher up you got the more windy and blowy it would get since winds are usually stronger high up I could do this easily by having one wind noise and change its loudness depending on the y level of the ball but a more complex way to do it would be to record different recordings of different levels of wind in combination with changing its loudness which would give a more accurate sound to what you would find in real life.*

## Narrator

*With the narrator voice lines are yet to be written however implementation of the narrator will only be added if extra time is available. I will most likely do the voice acting for the narrator myself through the use of my Vocal Booth and use software such as Audacity or Ableton Live to record the vocals.*

*It won't need any specific accents or special voice acting skills as the voice is just meant to be someone talking to the player as if you were having a conversation.*

# Game Experience

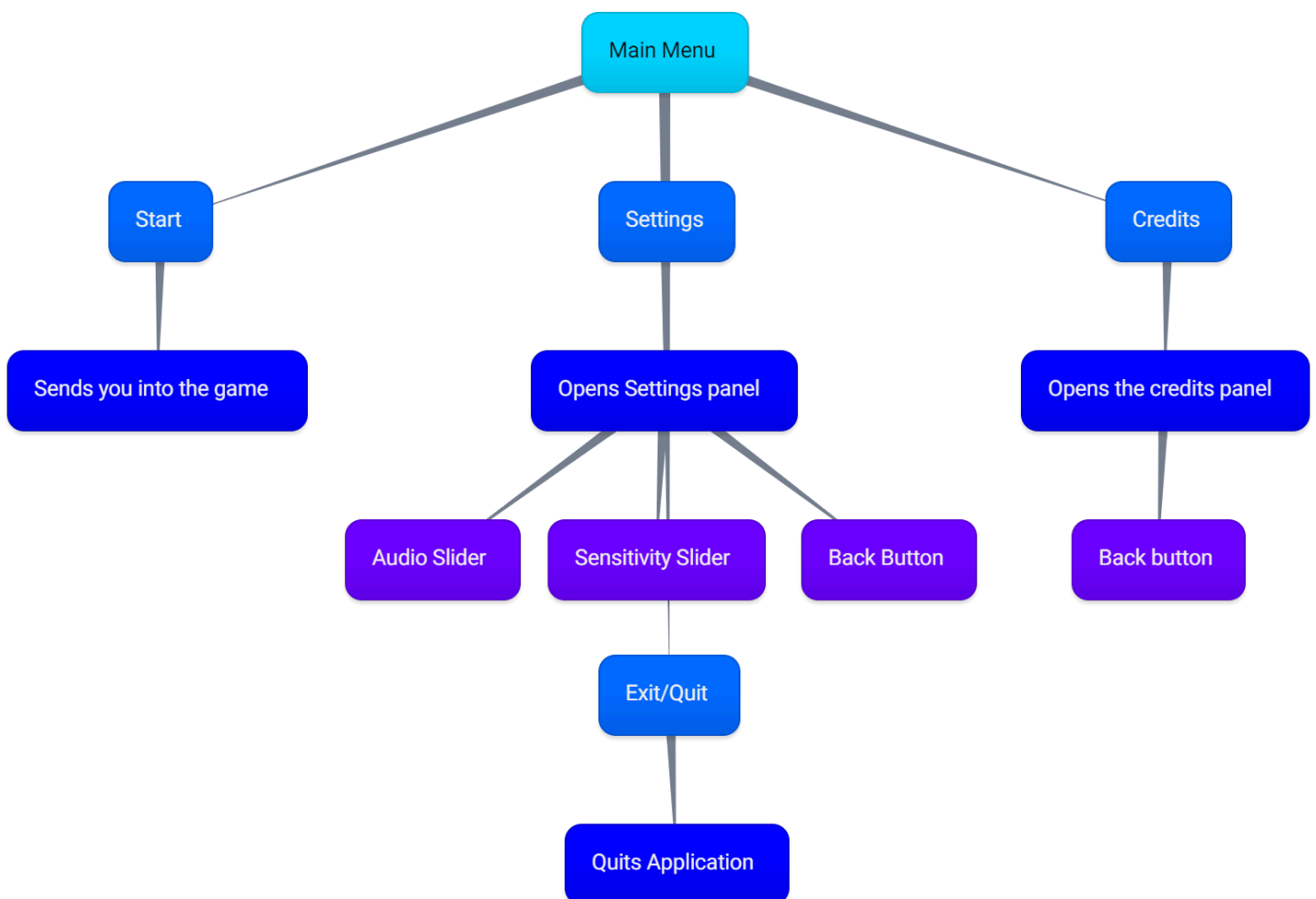
## UI

My UI I plan to just keep it as stripped down as possible. Using a custom font as Unity's default font isn't too good.

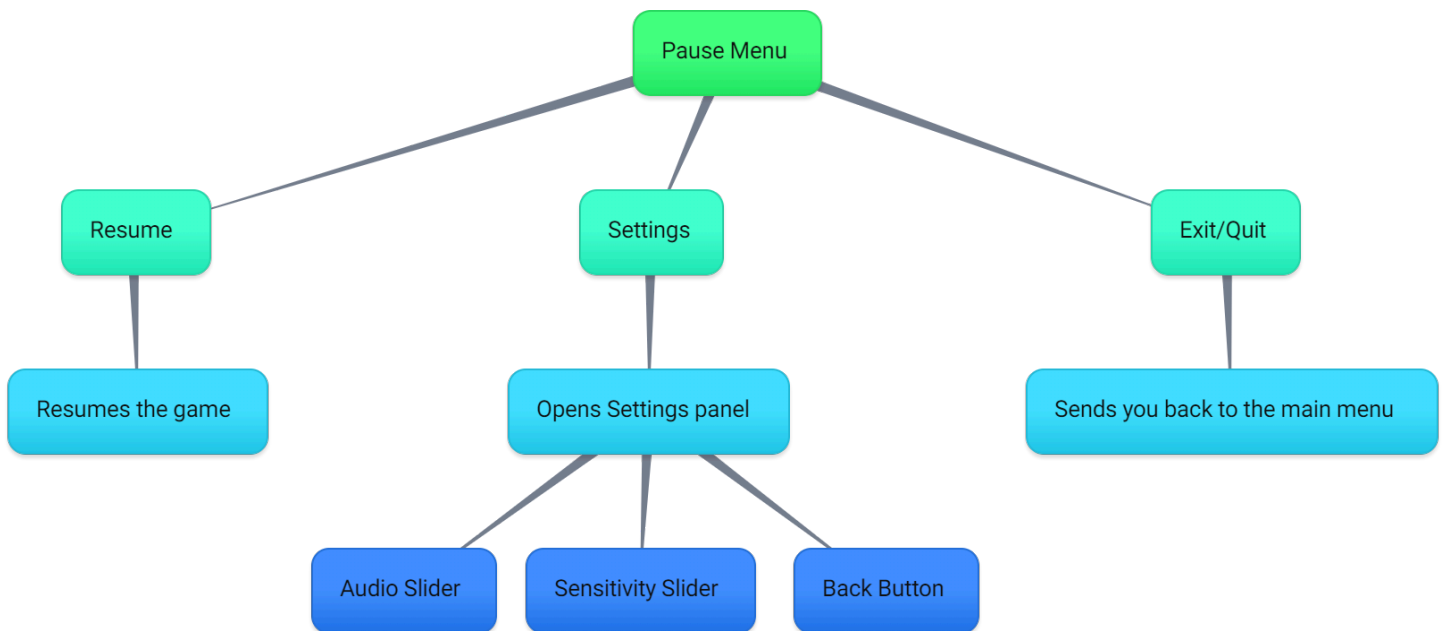
For my main menu I plan to create a cinematic view of the world with the camera in an upward facing position below the ball. Then on the left or right side of the screen will be the buttons including Start, Credits, Settings and Quit. Within the settings menu I will most likely keep it quite simple such as mouse sensitivity and audio control as adding graphical settings may be a bit advanced for the time allocated.

My pause menu will be similar to the main menu but will pause the game upon pressing Esc and blur the game background to allow the player to focus in on the buttons that will be positioned in the middle. The only difference to the main menu is that there won't be a credits button and the quit button will return you to the main menu rather than quitting the application.

Other UI such as the death counter I still have to figure out but will probably be quite small in a corner of the game view and will add 1 each time the player dies.







## Controls

*My controls I kept simple, having only the necessary controls for movement and navigation around menus as well as being able to pause the games. Since there will be no mechanics in the game that involve fighting or other stuff, adding attack buttons or special moves by pressing "E" or other buttons was not necessary.*

<b>Key:</b>	<b>Action:</b>
<i>W / Up Arrow</i>	<i>Forwards</i>
<i>A / Left Arrow</i>	<i>Roll Left</i>
<i>S / Down Arrow</i>	<i>Backwards</i>
<i>D / Right Arrow</i>	<i>Roll Right</i>
<i>Spacebar</i>	<i>Jump</i>
<i>Esc</i>	<i>Pause Menu</i>

# Development Timeline

## Minimum Viable Product

#	Assignment	Type	Status	Finish By
1	Game Design Document	Project ▾	Completed ▾	11 Oct 2024
2	Idea Development	Project ▾	Completed ▾	8 Nov 2024
3	Player/Character Mechanics	Technical ▾	Completed ▾	18 Oct 2024
4	World Layout	Technical ▾	Completed ▾	25 Oct 2024
5	Collectibles	Technical ▾	Completed ▾	25 Oct 2024
6	Jump Pads	Technical ▾	Completed ▾	25 Oct 2024
7	Killbox/Barrier	Technical ▾	Completed ▾	25 Oct 2024
8	3D Models (Player, World)	Visual ▾	Blocked ▾	8 Nov 2024
9	Menus and UI Development	Visual ▾	Completed ▾	8 Nov 2024
10	Music and Sound Effects	Audio ▾	Completed ▾	8 Nov 2024

## Stretch Goals (If Ahead Of Schedule / Extra Time)

#	Assignment	Type	Status	Finish By
1	Ball Skin(s) System	Visual ▾	Blocked ▾	15 Nov 20...
2	Visual Effects (Post processing)	Visual ▾	Completed ▾	15 Nov 20...
3	Narration within the game	Audio ▾	Completed ▾	15 Nov 20...