

Movement Design Brief

Player Experience:

- Fast paced run and gun with dodgeballs and quick dodges are the hallmark of our movement system
 - Player dash along their movement path to dodge incoming attacks.
- Double jump and in air control of the character lets the player feel like a parkour god, hopping between platforms and pulling off maneuvers impossible in the real world.
 - Player can control their character mid air in defiance of physics.
 - Dash can also be performed mid air
 - Conversely, player can jump mid dash for an extra boost
- Bounce pads are placable on any flat surface, letting the environment be part of the action.

- The player has a fast-paced base movement speed with the ability to perform a dash in the direction they are moving to dodge.
- The player can double-jump to be able to ensure they land where they want to or to get a better angle on their opponent.
 - The double-jump can be used to change the direction the player is currently jumping towards. With this, they can dodge incoming balls or correct a misjump.
*Apex Legends Octane jump pad.
- The player can jump out of a dash in order to fling themselves far in that direction.
- The player can use bounce pads on the floor and walls to fling themselves off into any direction

Player Emotions:

- “Here I go!” - player double jumps into the air. (Adrenaline rush, hype, **excited**)
- “Woah look at everything flying around me” - player watching the enemies throw balls (Surreal, **astonishment**)
- “I gotta rush to that area fast!” - player planning how to position themselves - (panic)
- “Incoming!!! Gotta dodge quickly!” - (fear)

Critical Questions:

- Will the player be able to sprint?
 - The player will be able to dash. It's intended to be more of a mechanic to go from cover to cover or to avoid incoming fire. Think of the Tracer dash from Overwatch. There would be a cooldown after its use, which would last around 5-10 seconds.
- Can the player double jump?

- The player will be able to double jump. This double jump will be more for allowing the player greater inair control, rather than covering distances.
- Can the player throw while in the air?
 - Yes.

Ball Mechanics Design Brief

Player Experience:

- The player can hold the left mouse button to equip the ball in their hand. Before they release the left mouse button, a line showing the trajectory of the ball will be displayed. Upon releasing the ball, the ball will follow the trajectory displayed.
 - Charging up the throw brings the camera to over-the-shoulder to zoom in and give the player a better view of their target.
- The player can catch incoming balls if they do not have a ball equipped. This is accomplished by pressing the left mouse button to catch the ball. From there, the ball becomes like any other ball the player has picked up.
- If the player throws a dodgeball at another incoming ball, both balls will be considered 'dead' and will drop to the floor.

Player Emotions:

- Damn he went flying! - hilarity
- I just hit the BEST shot ever! Did you see that ricochet? - pride
- Better luck next time; I just caught your ball! - pride, amusement

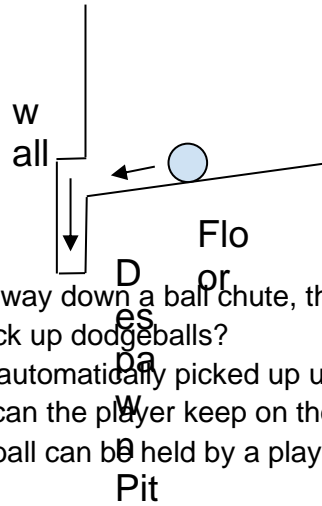
Critical Questions:

- When is the ball considered "dead"?
 - When the ball has struck the floor.
- Can the player pick up dead balls?
 - Yes. The player has to walk by a dead ball to equip it.
- How is the status of a ball communicated to the player?
 - The status of the ball will be symbolized through color coding: Either red for one team, blue for the other team, or white for a dead ball.
- What happens when the ball falls Out of Bounds?
 - The ball respawns itself at a Cornucopia of Balls.



- Does dashing cancel out throw-charging?
 - Yes. The ball will be unequipped and the player has to press the left mouse button again to equip the ball.
- Where do balls come from?
 - This can either be from despawning and respawning again, and it comes from the ball pit station. Kind of like a bowling alley ball return system.

- How many balls can there be on the map at one time?
 - This will change dependent on the size and layout of the map
- How do balls despawn?



- By making their way down a ball chute, the balls will despawn.
- How does the player pick up dodgeballs?
 - Dodgeballs are automatically picked up upon walking on top of them.
- How many dodgeballs can the player keep on their person?
 - Just one dodgeball can be held by a player.
 -