



Project 3C

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Game Concept Document

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ONE PAGE DOCUMENT

PITCH :

It's a **puzzle game** that based on jump pads. During gameplay, the player will bring its jump pad tool and a **x-ray scanner** to complete different experiments (puzzles), There will be **2 kinds of jump pads** for the player to place freely to solve the puzzles, have fun with it !

Features :

- **Puzzle game based on the jump pads**, which is hardly heard before.
- **Free placement of jump pads in the level** instead of being a pre-existed element.
- **Be able to see through of a wall**, not only for checking the details behind the wall but also providing possibilities of making good use of jump pads.
- Besides normal puzzles, there will be puzzles like **speed challenges**, which required the player to reach certain amount of speed to get through.

Platform : PC

Genre : Puzzle Game

Category : Third Person Shooter

Engine : Unreal Engine 4

Target Players : Midcore Players

Rating : 12+

Screenshot :



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Gameplay bricks
Intentions

Reasons of choose jump pads

Jump pad is a classic game brick in loads of games, there are many games using it as a tool to make large amount of horizontal or vertical movements.

But in most of the time, they will only act as a supporting role. (Even for the legend Octane in APEX Legends who use jump pads as his ultimate, the main use for its jump pads is just to make fast and large movement in order to get into the ring quicker or quit from the battle rapidly)

Therefore, I would like to try making those jump pads as the main role in the game, giving them a chance to play more roles in a game, of course, in their way. The whole game will be based around jump pads, although a puzzle game based on jump pads is hardly heard before. I'll try my best to find out those unseen, creative ways to use jump pads.

BOUNCEED Gameplay Intentions

Intentions of gameplay

- **Λ portal-like puzzle game gameplay experience. (But it's not portal)**
 - The player will need to use his jump pad and his pistol to solve the puzzles (including reaching higher, faster, activate switches, shooting, etc..)
- **Play in jump pads:**
 - Jump pads are powerful, and they are not only for jump higher.
 - **Jump pads will be use in high frequencies since the solution of puzzles will be based how the player place their jump pads, and how they jump.** (Examples is shown in page 12,13)
- **Play in progress**
 - In the start of each level, the game will introduce a new mechanic in a clear way (e.g:switches, boxes, enemy,)
 - Then the level will start to mix with other gameplay bricks.
 - There will be a ultimate puzzle in the end of each level, like a BOSS.
 - When player finished the ultimate puzzle then reach the goal of current level, the next level will be automatically loaded.
- **Play in levels**
 - The game will be consisted by levels in different styles, each level contains different kind of puzzles, and the puzzles will be mix with the elements that played before.

BOUNCED Game Feel Intentions

Intentions of game feel

- **Patience and Cautious :**

- When trying to solve puzzles and prevent from falling off from the level.
- When looking for a solution for the puzzle and take it into practice.

- **Intense and Concentrate :**

- When using jump pads to make fast and large-distance movements.
- When keep deploying jump pads to gain high speed to pass the speed challenge.

- **Cheerful and Proudness :**

- When found a good way to solve the puzzle.
- When succeed to solve a puzzle.

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Game Graphics
Intentions

Intentions of game graphics

Graphics style :

- Goal : To create a ambience of player being tested in a mysterious lab.
- Realistic :
 - To create an ambience of a mysterious lab, having a realistic look is important.
- Minimalist :
 - The levels will be keep to simple colours (like white) to provide a experience and mysterious ambience.
 - Props in the lab will try to keep in a simple look.

Visual effects :

- The style of visual effects will be more colourful, so it could be more distinguish.
- There will be visual effects when player is using jump pads, falling from the high. (in high speed)

BOUNCEED^{UI/UX}

Intentions

Intentions of UI/UX

UI : Keep the same style as the graphics does, being minimalist.

- Simple :

- In most cases, there will be no UI in the game.
- The UI will be shown when player switch to their abilities.

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Character
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Character

Characteristic :

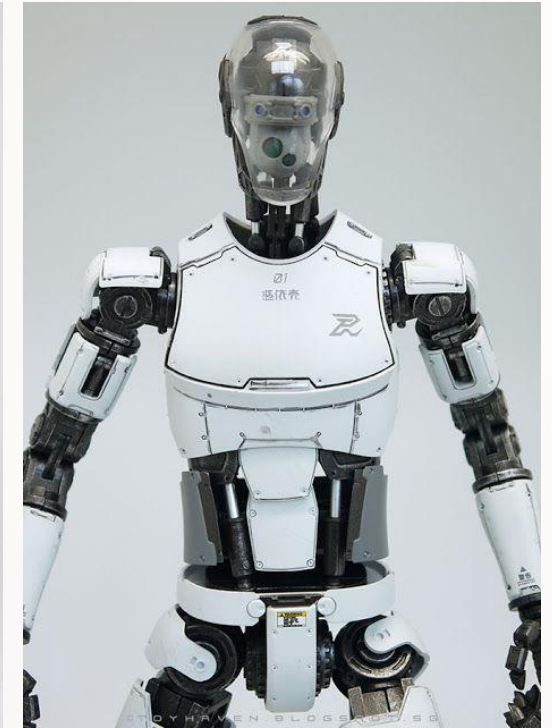
- The player will be a white humanoid robot.

Basics :

- The player could walk and run freely
- The player could jump and climb
- The player will not die from falling damage (like APEX)
- The player will die from falling of the level

Abilities :

- **The player will be equipped with a energy pistol that shoot bullets** (5 ammo each round, it will only reload when all bullets are fired)
- **The player will be equipped with a tool that allows to deploy 2 kinds of **jump pads**** (1 maximum for placement for each kind like portal)
- **The player will also be equipped with a **x-ray scanner****, to show the important details behind a single wall for a moment.
- **The player could push boxes.**(Boxes will be introduces in page 11)



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Character abilities

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Jump Pads

There are two kinds of jump pads : all direction, and specific direction jump pads.

The first one could bounce the player in any direction, but it has less force added to the object when triggered (Which means it will gain less speed, and jump much more lower)

The second one could only launch the player in 45° or 90°, but it has more force added to the object when launching things.

When a jump pad of same kind is placed, the one that placed before will be destroyed.

There will be a cooldown of few seconds after a jump pad is being used.

1. Both of the jump pads could bounce back the things below :

- Player
- Enemy
- Bullet
- Boxes
- Jump Pads

2. **There will be speed challenges in the level**, it can't be pass through when the player try to pass it with a speed that doesn't reach it's standard.

To pass through of it, the player will have to gain enough speed by using jump pads.

3. Feelings when step on jump pads : feel like being launched, FOV increased, intense, fast and powerful

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Character abilities


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Energy Pistol

The energy pistol is a tool for the player to shoot enemies and activate small switches, the bullet's direction can be affected by the jump pads when the player shoot to the pad according to the type of the jump pad.

1. The bullet can interact with the things below :

- Wall
- Jump Pads
- Enemy
- Small Switches
- Boxes
- Destructible

2. The pistol will have a maximum range so it won't break the level. When it is out of range, the reticle will be shown as a “”, which could inform the player that it's impossible to let the bullets reach the place he(she) points.

3. Although the game is not mainly about shooting, there will still be some shooting elements during gameplay.

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Character abilities

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Boxes

The boxes is a interactive physics object, used as a tool to activate big switches, and also as a platform to climb up to higher places.

X-ray Scanner

The scanner is an ability to see the details behind the specific wall, the player can deploy it when close to a special wall.

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Character abilities

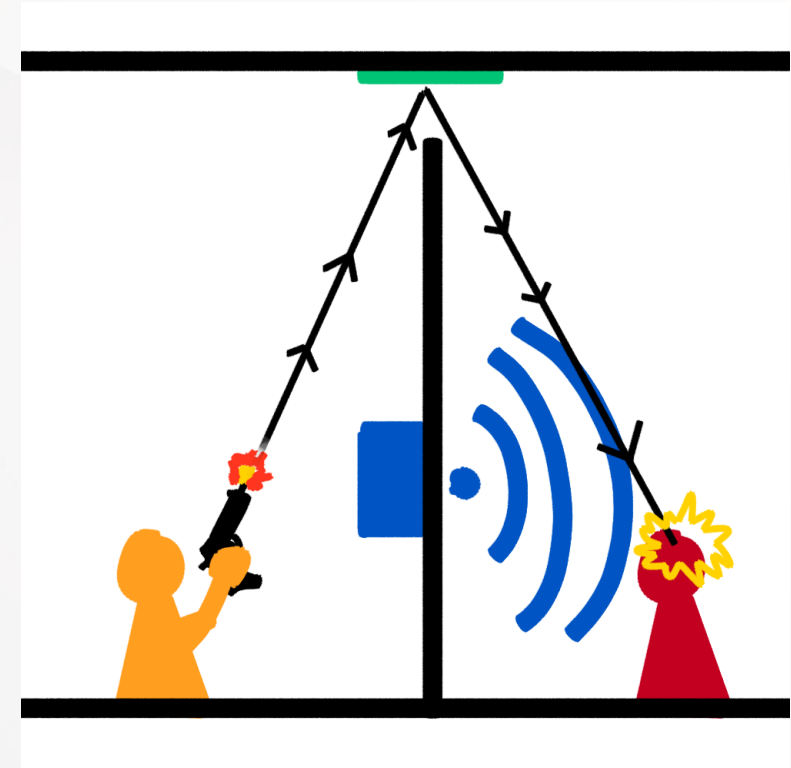
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Scenario – Normal Puzzle

There is a wall divided the room into two, the wall can't be shoot through but it has a gap on the top.

To lift-down the wall, the player will need to activate a trigger in the other side, where is filled with **enemies**. In this case, the player could try to place the **x-ray scanner** behind the wall, place the **all direction jump pad** on the ceil, then try to shoot on the jump pad to bounce the bullet. (a trajectory is shown while aiming to help the player shoots properly)

By doing this, the player will be able to kill the **enemies** and activate the switch behind the wall, then complete the level.



Orange – Player

Blue – X-ray scanner

Green – Jump pad

Red – Enemy

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Character abilities

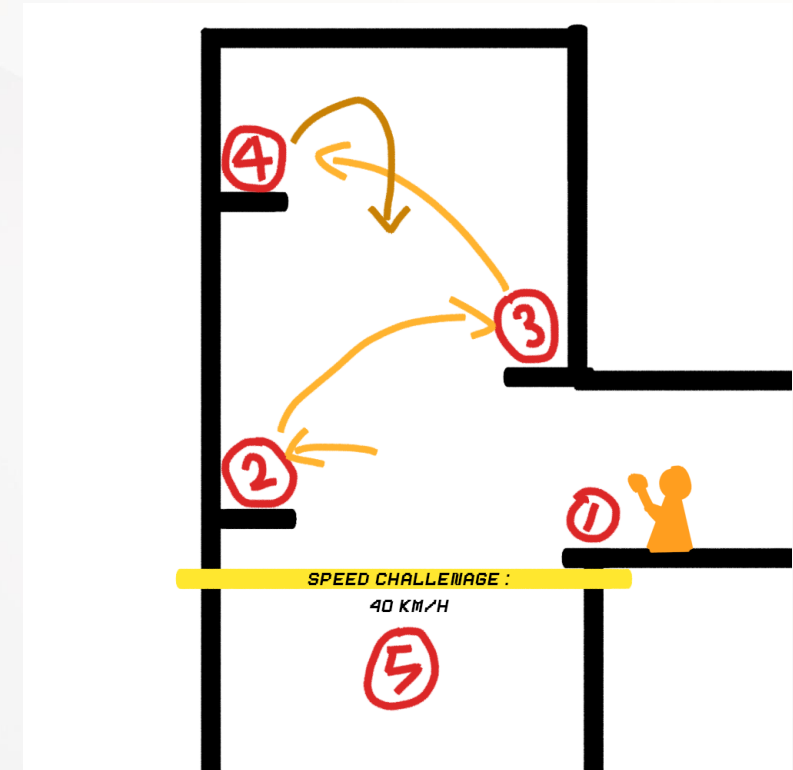
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Scenario – Speed Puzzle

The **player** reaches a high building and wanted to go down. He try to jump down but found out he could not pass through since there is a **speed challenge wall**.

So he tried to place jump pads in ①, then jump to ②, then ③, and finally ④. At this time, he would jump down from the platform then successfully reach ⑤.

He succeed to pass through **the speed challenge** by climbing up and finally jump down and gain enough speed.



Orange – Player

Yellow – Speed Challenge

Arrow – Player movements

Red – Location

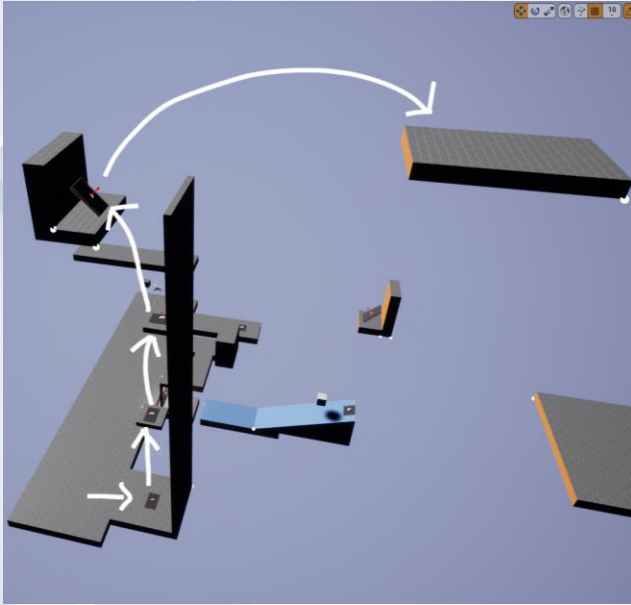
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Character abilities
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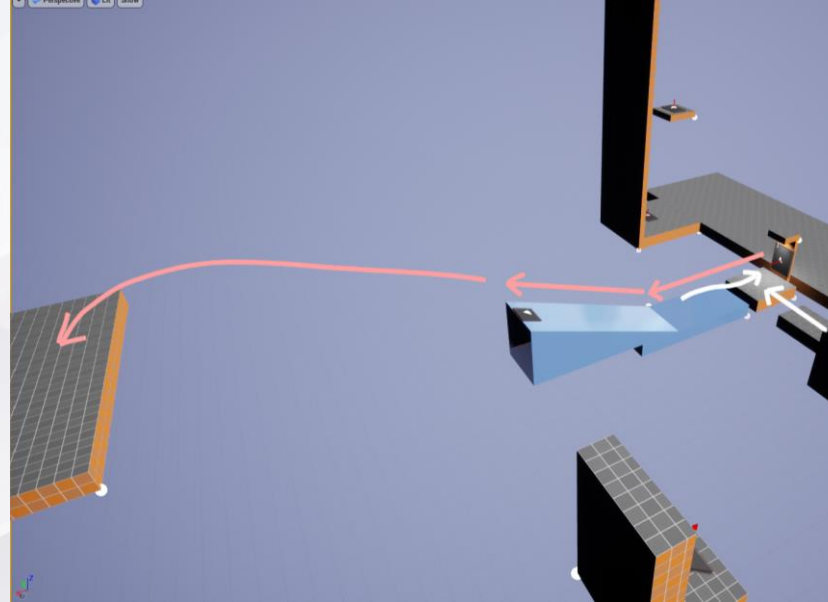
Description :

- AD Jump Pads : All Direction Jump Pads
- SD Jump Pads : Specific Direction Jump Pads

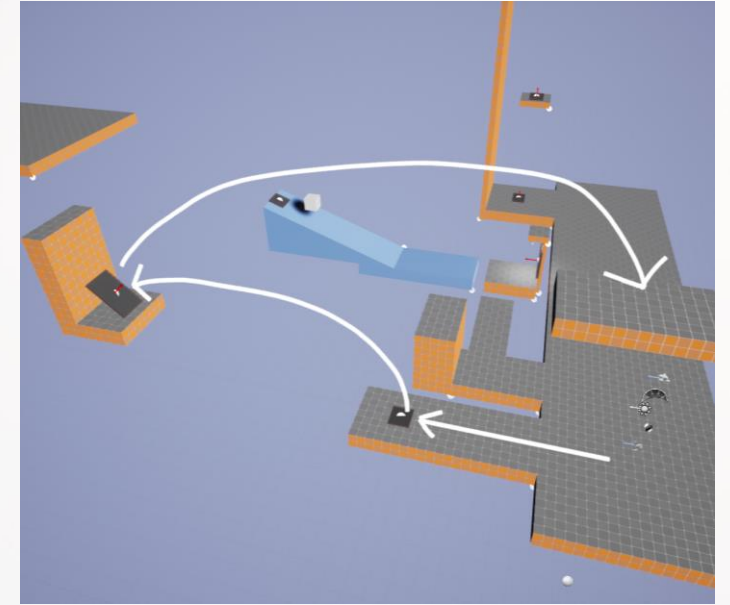
Level Design Prototype (General Situations)



The player will keep placing SD jump pads to jump higher, then finally use the SD jump pads get him launched to the platform.



The player reaches the platform on right, place a SD jump pad on the wall and being launched by it. He passed the slope in a high speed and finally reaches the platform on left



The player placed a AD jump pad and jumped on it, before he reaches another platform, he placed a SD jump pad. By doing this, he got successfully launched to the platform above him.

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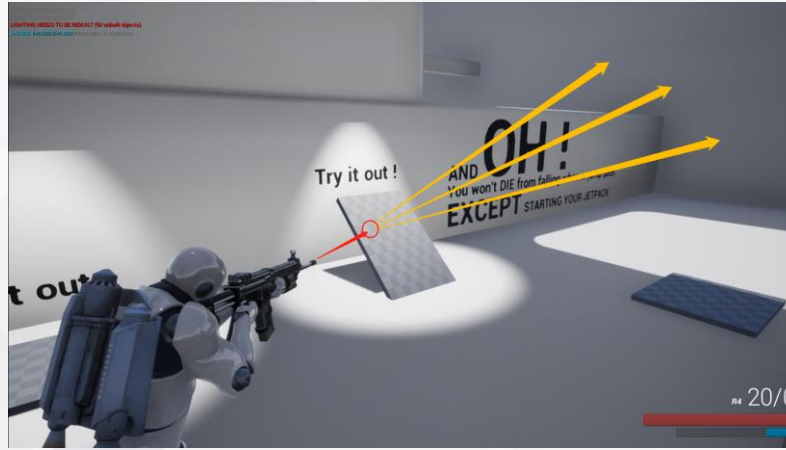
Camera
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Camera



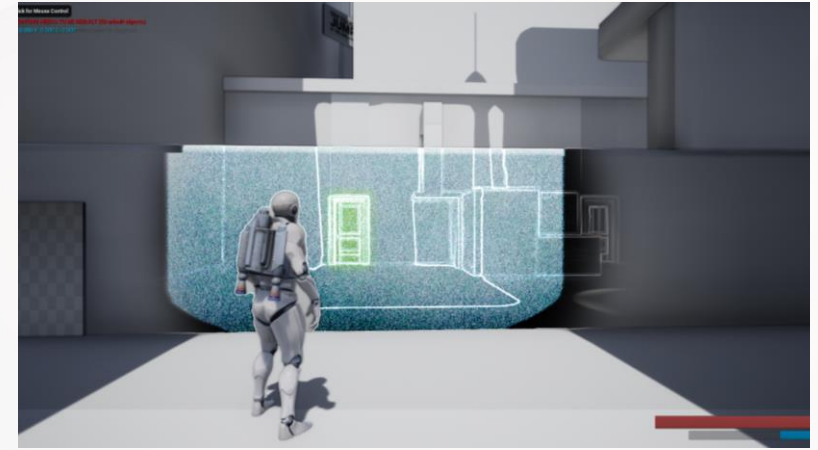
Normal Camera

- Classic camera, suitable for many situations.



Aim Camera

- **Special mode to show bounce trace of the projectiles.**
- Helps the player to have a better use of the jump pads.



X-ray Camera

- **Special mode to show the details behind the wall.**
- Creates a possibility of solving puzzles without reaching the place.
- Also helps the player to have a better use of the jump pads.

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Controls - Controller

