Space Disco Love Club
Design Document
Draft

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I. OVERVIEW

Space Disco Love Club is a simple mini-golf game. The game consists of a single hole of golf designed for maximum enjoyment, instead of 18 even simpler holes. With flashy graphics and fun game play, it should prove to be a great diversion for even casual gamers. The hole is in the home of a bored CS major, Corey’s, love pad. Tired doing work, he turns from laying down phat disco tunes on his turntables to playing some golf: The perfect distraction for a budding disco extraordinaire.

The only task in Space Disco Love Club is to get the ball in the hole in as few strokes as possible. In doing so, leaving Corey with plenty of free time to spin before having to go back to work.

II. GAME MECHANICS

Overview

Space Disco Love Club is a simple mini golf game. Only a single club is used and the only controls are over club position, swing strength, and camera angle. There is no maximum to the number of strokes the player may use, though the best scores will be as low as possible.

Winning/Losing

The player wins when they complete the hole. The game then displays an endgame message and asks whether the player would want to play the game again.

Camera

The Camera is placed behind and slightly upwards of the ball and can be freely moved forwards and backwards or rotated around the ball. When the ball is in motion the camera follows a short distance behind the ball until the ball stops moving. When this happens the club is placed near the ball and the camera is again locked to viewing around the ball.
Controls/Movement

The controls are fairly intuitive, and are easy to pick up. These controls are discussed in more depth later, but immediately below is a summary of the different commands.

- Camera Rotation – Left Arrow/Right Arrow – Left rotates camera counter-clockwise, Right rotates it clockwise.
- Camera Zoom – Up Arrow/Down Arrow – Up zooms in, Down zooms out.
- Club Rotation – Left Mouse Button - Hold down the button and move the mouse to change the angle that you will hit the ball.
- Swing Club – Right Mouse Button – Hold down the button and move the mouse to swing the club.
- Radio Stations – Numbers 1-9 – Press these buttons to listen to some Phat tunes until you’re ready to take your next shot.
- Kill Music – Enter – This will end any radio station being played.
- Reset Ball – Space Bar – If you press this, your ball will be reset to the start position with no penalty to your score.
- Toggle HUD – Tab – Turn the Heads Up Display on and off with this key.

Controlling the Camera

When setting up your shot, rotate the camera by pressing the left and right buttons on the keyboard. Left will rotate the camera counter-clockwise with the ball always centered on the screen, Right will rotate it clockwise. By pressing Up and Down, you can zoom the camera in and out. This zoom distance will remain constant throughout the game unless it is changed.

Controlling the Club

By holding the left mouse button and moving the mouse to the left and right, you can adjust the angle at which the shot will be taken. The camera will not follow this rotation, until the ball is hit. Until then, you will have to readjust the camera manually.

To swing the club, hold the right mouse button and make a vertical motion from down to up. The speed of this motion will determine how hard the club is being swung and how far the ball will move.

Playing Music

Pressing the number keys plays the radio. There are nine standard stations to listen to. Each station is different but only plays so long as the player is not trying to swing the club. Wouldn’t want to break their concentration, right? You can stop it by either swinging the club or by pressing Enter.

Other Control Features

Pressing Tab can toggle the head-up display. It displays how many strokes you’ve taken and which hole you’re on. We’ve only got one hole right now, but it may become more in the future.
You can reset the position of the ball by pressing the Space Bar. This will not reset the number of strokes you’ve taken though, so only use it if you’ve put yourself in a bad place.

III. Artificial Intelligence

There’s no AI worth noting in this version of the game.

IV. Game Elements

Items

• Ball – The ball is the main game element. You must get the ball into the hole. The ball obeys all laws of physics expected of a standard golf ball.
• Club – The golf club in the game is representative of a standard putter in a game of mini-golf.

Characters

• Corey’s gotta sink just one more hole before going back to work. Too bad his turntables keep distracting him. As the player, you’ve got to help him finish the hole so he can get the party started before class.

V. Game Progression

Before starting the game, the player must specify whether they are male or female to the game, so that it can tailor the gameplay to their gender. Once the input is given, the game starts out with the ball on a flat surface in a room with a disco ball on the ceiling. The player must navigate down a ramp, which will spiral down to a lower floor. If the ramp is missed, the player will need to get past a few obstacles which block clear shots. Once on the lower floor, the player will need to putt the ball into a lava lamp. Inside the lava lamp will be a hole. All the player needs to do is get the ball to the hole to win.

VI. Future Versions may include:

• Given a strong physics engine and good collision detection it’d be nice to have the ball actually need to go over rotating turntables so that the ball rolled along with the records. That way the player would need to avoid the arm, and maybe even hands trying to spin.
• Because of the way that we did level design, new levels can be added with almost no effort. 18 holes of golf could be made as quickly as we could think them up.
• It’d be nice to have multiple sounds playable at the same time.