

Game Design Document: **Ultimate Pillow Fight**

All contents in this document are ©Scott Philipp 2011 - Please don't steal my ideas and dreams.

Synopsis:

Ultimate Pillow Fight will utilize Project Natal hardware to allow the player to participate in an interactive pillow fight with Xbox Live friends and AI opponents. Project Natal's motion tracking technology will be used to observe the movements of the player in real life, and interpret those motions into on-screen actions. This game is intended to be an active and engaging game targeted at the casual gaming market and will be published on the Xbox Live Indie Games platform.

Play Mechanics:

When the player starts a round of Ultimate Pillow Fight, they will see a silhouette of their Xbox Live avatar from the waist up projected onto the TV screen. The player's real-life motions will allow them to throw pillows, grab additional pillows, move, and avoid incoming pillows that were thrown from other players.

Interaction/Gameplay:



Diagram A

In Diagram A, you can see the actions which will cause the player to throw and grab a pillow. Initially, the on-screen avatar is empty-handed. The player must grab a pillow for their avatar to throw. This is done by reaching down to the left or right and then clenching their fists to "grab" a pillow. This serves as a "reload" action to prevent players from spam throwing pillows.

There are three throw types that the on-screen avatar can perform. The first is a straight throw. This is done if the player throws the pillow in an over the shoulder manner. The other two throws are left and right curving throws. This is done when the player makes a throwing motion from the left to right, or vice-versa (similar to how someone would throw a Frisbee). The on-screen avatar will mimic this throw, causing the pillow to curve in a right or left arc towards their opponents. With all these throws, the release of the pillow won't be registered unless the player "releases" the pillow during their throw by unclenching their fist. This "fake" throwing will be a way to psych out your opponent and perhaps cause them to dodge too early to recover from a follow up throw.

Note: It might be interesting to allow players to grab and throw pillows with both arms. However, this will need to be investigated for balance issues.

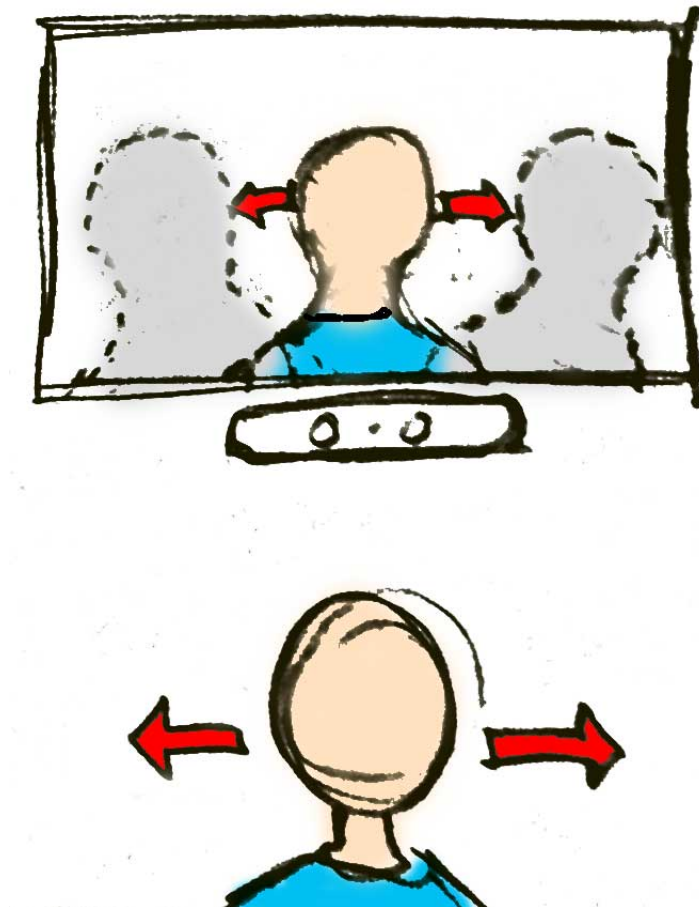


Diagram B

Diagram B demonstrates the movement and dodge mechanics. The silhouette of the player's Xbox Live avatar is displayed on-screen, giving them an idea of what their hit box is. This avatar acts as a visual indicator for how far they have to move to avoid an incoming pillow attack.

A player can avoid an incoming attack in different ways. The first method is to duck to dodge a pillow. This is done if the player squats or ducks in real life. Natal will notice the player's movements and the in-game avatar will duck in response. This can be used to dodge a straight on pillow throw. The other option is to dodge to the left or right. In real life, if the player moves their body or leans in a direction, it will cause the on-screen avatar to dodge right or left to avoid either a straight on pillow throw, or the respective curved throw.

Match Mechanics:

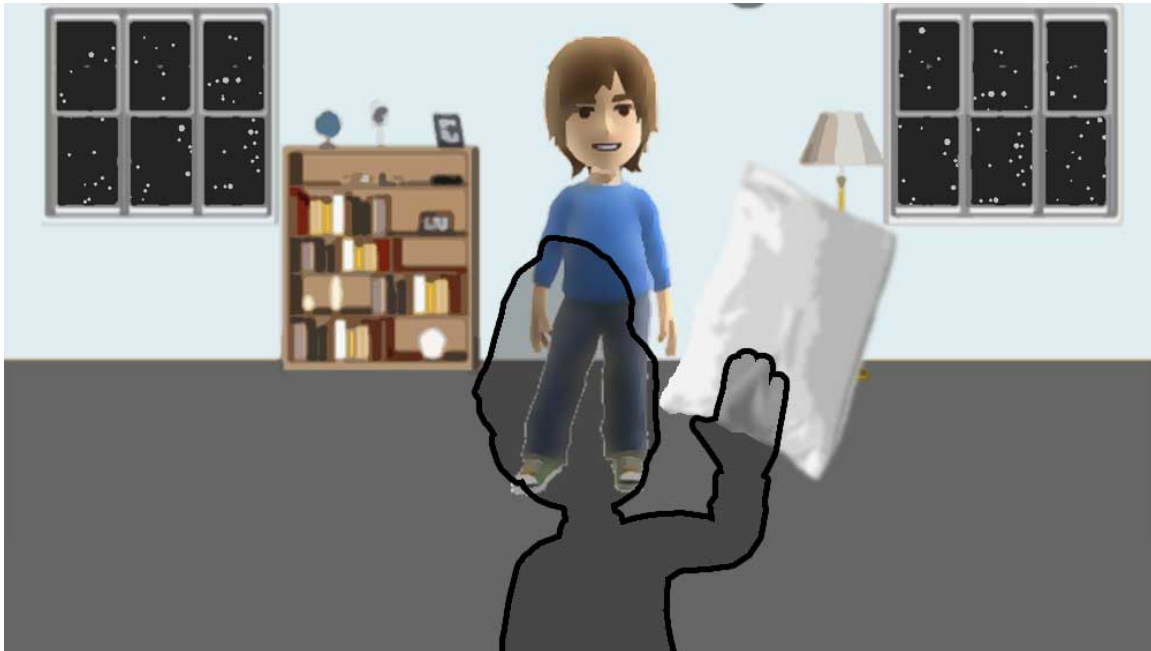


Diagram C

A match is played with any number of people ranging from 1 to 16. In a match, the players randomly face off against all the players in the game in 1 on 1, 10 second "bouts". During a bout, the player and their opponent quickly run into the screen. A counter will count down from 3 and then declare the start of the round. After the round starts, each player can throw and dodge pillows respectively for the remainder of the bout.



Diagram D

After the bout ends, a score is displayed. For every hit the player successfully makes with a pillow, they will gain a point. Every time the player takes a hit from a pillow, they lose a point. After the scores clear the screen, both avatars run to their respective right and they encounter new opponents. This is repeated until all players have had at least 1 bout with each other or until the match time limit is up. Each match will last for 3 minutes by default, but may be longer or shorter at the host's discretion.

Win Scenario:

At the end of a match, the points from all the bouts are tallied for each player. The player with the most points wins. In the case a tie, players who're tied for 1st place enter into a "Slumber Spree" sudden death round. This is similar to a standard match, but there's no time limit in a Slumber Spree match and once a player is hit, they are removed from the match. Every 30 seconds a modifier is added to all players in the match, where pillows travel faster when thrown. This effect will continue to stack every 30 seconds until the last player is left standing, and is declared the winner.