Producer's Report: Hyper Ball
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OVERVIEW

Overview:
Hyper Ball is an exciting addition to the classic fall-down genre with some physics-based elements that make it very fun and easy to enjoy. Though the gameplay is simple, the game does get progressively harder as one plays through it. You take control of the Hyper Ball, a bouncy, heavy object that accelerates through use of both the accelerometer and touch-screen depending on which you choose. Your goal is simple, stay alive and gather points. Obstacles thus far are fairly straightforward and include simple blocks that can be broken through use of hammers. You also collect coins along the way.

Entrance:
The first thing we appreciated about *Hyper Ball* when we first opened it was the simple, sharp and clean design that was put into it. The HD graphics were nice, the backgrounds were colorful and the gameplay was smooth and simple. We didn't notice any bugs right away and found the objective clear enough. One thing we did not understand was the "level" system by which players progress throughout the game. We just collected coins and hopped from platform to platform. We noticed in the reviews on the iTunes stored that other people were a bit confused too.

Immersion:
As we continued to play Hyperball we became annoyed that we could not complete the first level. As a matter of fact, we had no idea that there were objectives in the game until we pressed the pause button and saw them on the bottom of the main screen. The objective we missed asked for us to not use any "hammers" until we had reached a certain amount of points. Simple enough. When we discovered the "objectives" system we quickly accelerated through the game and progressed all the way to about level 21. After that, the game becomes very repetitive. It also become all about reflexes and strategy takes a back seat. There is a limit to how far the average player can progress.

GAMEPLAY SUGGESTIONS

BOUNCE BLOCKS
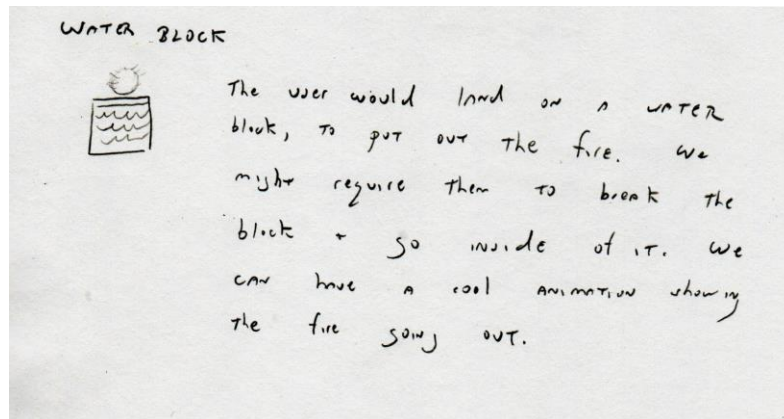The Bounce Block works in two steps.

The ball falls on top of the Bounce Block and is launched back up based on the height at which the ball fell from.   A ball can idly bounce on a Bounce Block, as if it were resting on top of a normal block. This is a great tool for grabbing a missed coin, reaching a "Hyper Block", or just for bouncing on top of a block for fun.

The Bounce Block is designed to look really cool on screen. Notice the concept design below. The Bounce Block has two pipes coming out of the bottom corners that produce steam whenever the ball falls on top of the platform. If a ball falls from great heights, and lands on the platform with maximum impact, the Bounce Block produces a proportionate amount of steam. If a ball falls from medium heights and lands on the platform with minimum impact, the Bounce Block produces a small poof of Steam.
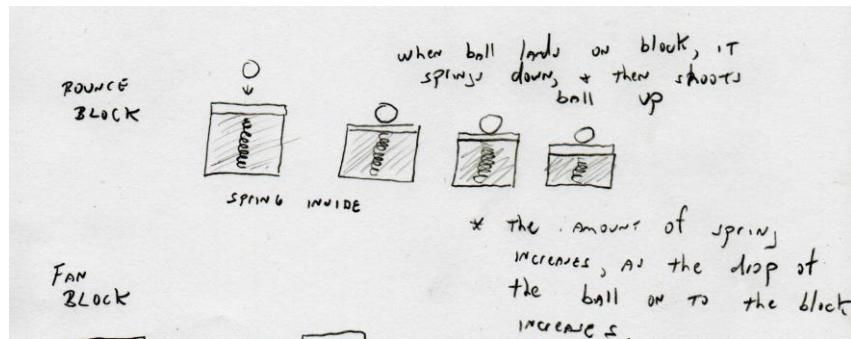
TNT/EXPLODING BLOCKS
TNT Blocks blow up after you spend very little time on them – less than a second, so you must get off of them right away.   Sitting on them for any period of time, will not be pretty! The TNT Block appears as a blue block on screen. When a ball lands on top of it, the block begins to turn

WATER BLOCK

The user would land on a water block, to put out the fire. We might require them to break the block so inside of it. We can have a cool animation showing the fire song out.
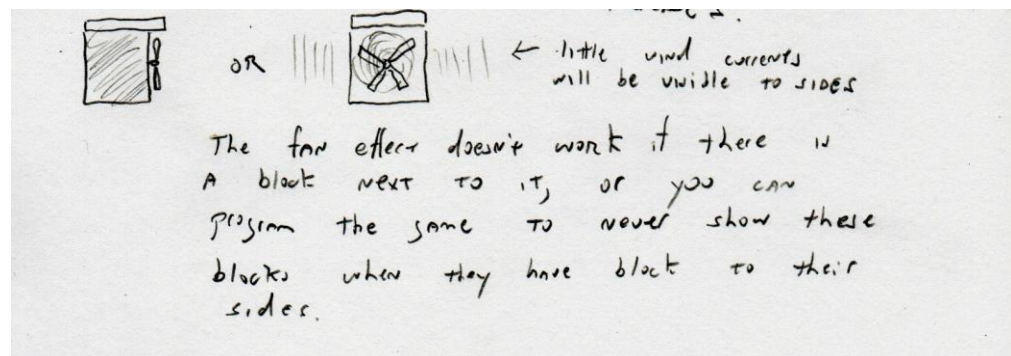
FAN BLOCK

The Fan Block puts an interesting new spin on the game. Once a user obtains a certain score in later levels, Fan Blocks begin to appear. The Fan Blocks project a force of wind on whatever side (left or right) the fan is facing. If a ball is close to the fan, it can be pushed up to three units based on how much the user resists or goes with the push. If a ball is somewhat close to the fan, it can be pushed up to 1-2 units depending on how much the user resists or goes with the push.

> IMPORTANT: The addition of these blocks means that the occurrence of normal blocks should be slightly increased.

Fan blocks are breakable just as normal blocks are, and can be broken just as well. The Fan Block can be either a helpful pushing tool, or an annoying obstacle, depending on how the user uses/comes across them.

← little wind currents will be visible to sides

The fan effect doesn't work if there is a block next to it, or you can program the game to never show these blocks when they have block to their sides.

Hyper Block

The Hyper Block is the best and most rewarding block in *Hyper Ball* because of the power-up it gives the ball. When a user "falls in" to a Hyper Block, the screen freezes and the box turns red. The ball begins to glow, and the user is prompted to break the box, with the ball inside of it. Upon breaking the box, the ball falls out. It now has a special ability for 20 seconds.

SPECIAL BALLS

Putting cosmetics in *Hyper Ball* is a great way to let a user experience different playstyles, or to customize their own game experience to their liking. Users will be able to purchase special balls with unique designs and powers. These balls can be purchased with coins earned or money via inapp purchases.

Great Ball

The Great Ball (to be renamed) is an example of this. This ball is blue with Red ovals, and bounces higher than all other balls. This means it can be used for climbing and collection coins at the cost of a slower acceleration speed. As we know, slower acceleration means a greater chance of dying by being caught at the top of the level.

We will come up with specific prices for these balls (e.g., 99 cents or 200 coins) and they can be automatically unlocked after the user completes a later level.
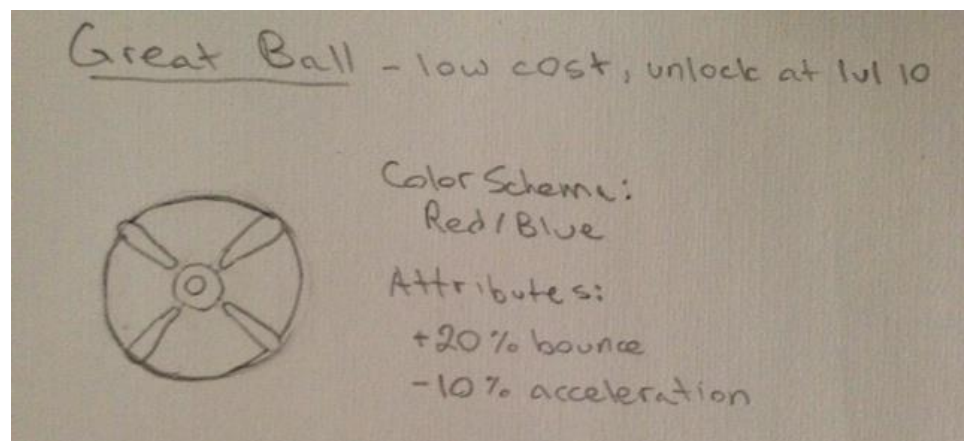
Ultra Ball

Like the Great Ball, the Ultra Ball (to be renamed) offers it's benefits and downsides. This orange ball, with green stripes, has the ability to move very, very quickly- which is great for those that love a very fast gameplay. However, the Ultra Ball does not bounce as high as any of the other balls. This is risky, especially when a user tries to bounce their way over to another block.

> *NOTE: We would suggest increasing the base "bounce height" for Hyper Ball in order to make sure the differences in bounce height are apparent.*

The Ultra Ball can only be unlocked when a user reaches a higher level, say Level 20. It might cost 500 coins, which can be done easily if a user continues to save from the beginning of the game.

SUMMARY

Modes

- Arcade
- Level
- Multi-player

Blocks

- Disappearing
- Bounce
- TNT/Exploding
- Fire
- Water
- Fan
- Hyper
- Portal

Cosmetics

- Great Ball
- Ultra Ball
- Master Ball
- Candy Ball

Obstacles

- Wind
- Goo
- Shake

Enhancements

- Clear Objectives
- Hammer Tokens
- Mutliplier Tokens
- In App Purchases for Balls, Hammers, Lives
- Hints

Controls

- Tilt Only
- Blocks can be broken anywhere
- Bottom Control Bar
- Pause Remains on Screen

These are the suggestions for Hyper Ball. Obviously, implementing all of them into the game would be a challenging task- but doing it would mean a much stronger game. These suggestions include cosmetic changes that affect game physics, new blocks and obstacles to keep the game feeling fresh, and new gameplay modes to suit the interests of different players and increase replay ability. Offering a shop with these unique experiences being offered at a price will not.

The APP Company