

GAME DESIGN DOCUMENT (GDD)

Game Title: Disc Arena

Genre: Action / Arcade / Sports (1v1 Competitive)

Platform: Android (initial)

Target Audience: Casual and competitive mobile gamers, ages 10+

1. High-Level Concept

Disc Arena is a fast-paced, 1v1 competitive disc-throwing arcade game. Players face off in enclosed arenas where they throw high-speed discs at each other, aiming to destroy the Tower by breaking past the opponent's defences. Reflexes, timing, and strategic ability use are key to victory.

Core Experience: Fast reflex combat meets strategy in short, replayable matches.

Unique Selling Points:

- Simple controls, high-skill ceiling.
- Variety of abilities and arenas.
- Quick rounds ideal for mobile play.

2. Gameplay Mechanics

2.1 Core Loop

1. Player moves and positions themselves Touch and dragging.
2. Release Hold to throw a disc toward the opponent's Tower zone.
3. Opponent must block or catch the disc.
4. If the disc bypasses the defender, and hits the Tower the tower Get damage.
5. Match ends when any one of the side has no tower left to defend.

2.2 Controls

- **Move:** Touch and drag.
- **Throw Disc:** Release Hold.
- **Power Throw:** When player get back the disc that's thrown to the opponent 3 times it becomes a Hammer.
- **Use Ability:** After ever successful level win.

2.3 Match Rules

- **Duration:** No Time.
- **Scoring:** 25 Coins per Level.
- **Tiebreaker:** Sudden death.

3. Abilities

3.1 Overview

Abilities add excitement and variety to the gameplay. They are activated by in-game achievements or appear as pick-ups.

3.2 List of Planned Abilities

- **Heal:** Heal all towers by 30%.
- **Damage:** Increase disc damage by 100%.
- **Health:** Increase tower health by 60%.
- **Shield:** Protect all towers from 1 hit.
- **Hammer:** Gain hammer effect (stuns or knocks back opponent).
- **Lightning:** Damage all enemy towers by 1.
- **Respawn Timer:** Increase hammer knockdown time by 2 seconds.
- **Movement Speed:** Increase player movement speed by 1%.

3.3 Balance

- One active ability at a time.
- Clear visual/audio indicators for players.

4. Game Modes

- **Quick Match:** 1v1 match against AI.
- **Campaign Mode:** Progressive matches with increasing difficulty and arena challenges. [\[Just A Thought\]](#)
- **Local Multiplayer:** 1v1 on shared device (planned for tablet release). [\[Just A Thought\]](#)

5. Progression System

- **Player XP|Coin:** Earned after each match to level up.
- **Unlockables:** New arenas, disc skins, and ability variations.
- **Daily Rewards:** Encourage regular play with abilities, coins, and cosmetics. [\[Just A Thought\]](#)

6. Visual & Audio Style

- **Art Style:** Clean, stylized 2D|3D vector graphics.
- **UI:** Minimalistic with bold icons for quick readability.
- **FX:** Particle trails for discs, shield glow, arena lighting.
- **Audio:** Electronic/synth soundtrack; punchy effects for disc throws, blocks, and scoring.

7. Technical Overview

- **Engine:** Unity (URP for lightweight visuals on mobile).
- **Resolution:** 16:9 aspect, responsive for mobile screens.
- **Input:** Touch controls.

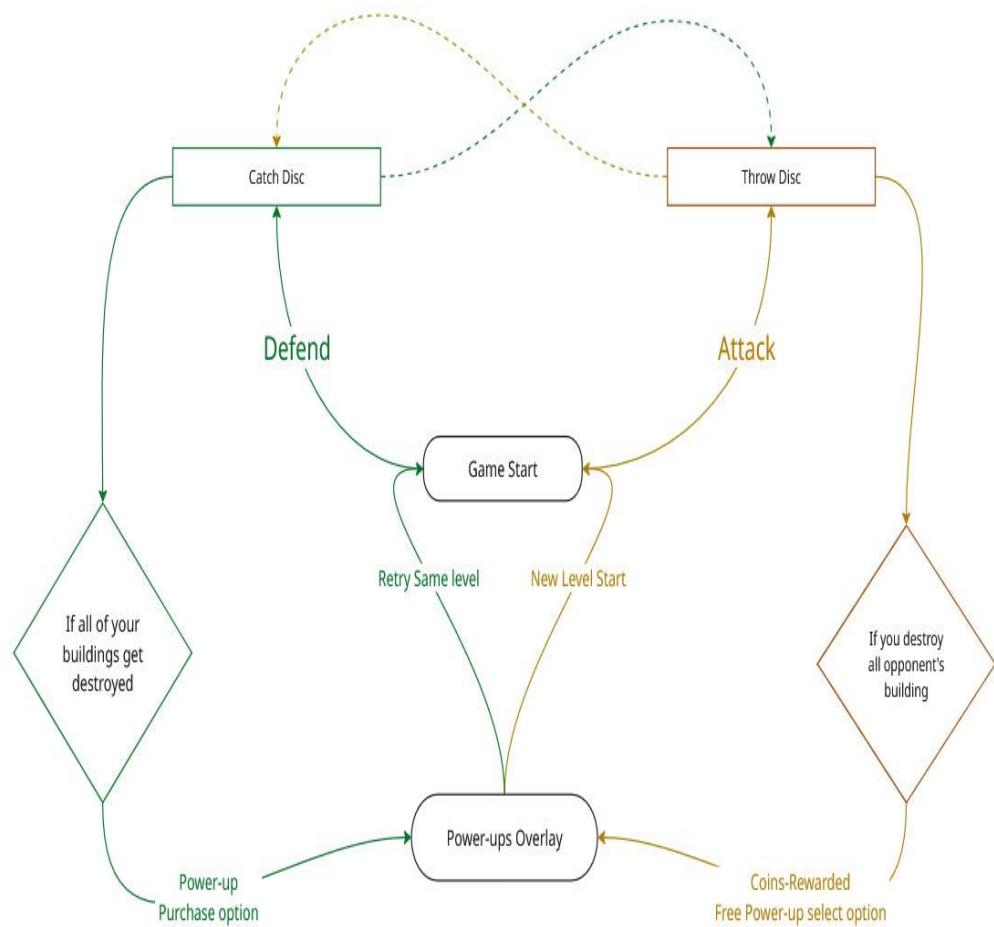
8. Monetization Strategy

- **IAP:** Cosmetic items (disc skins, avatars, arenas). [Implementing](#)
- **Ads:** Rewarded ads (e.g., for extra abilities, retries). [Just A Thought](#)
- **Premium Pass:** Optional monthly pass for exclusive rewards. [Just A Thought](#)

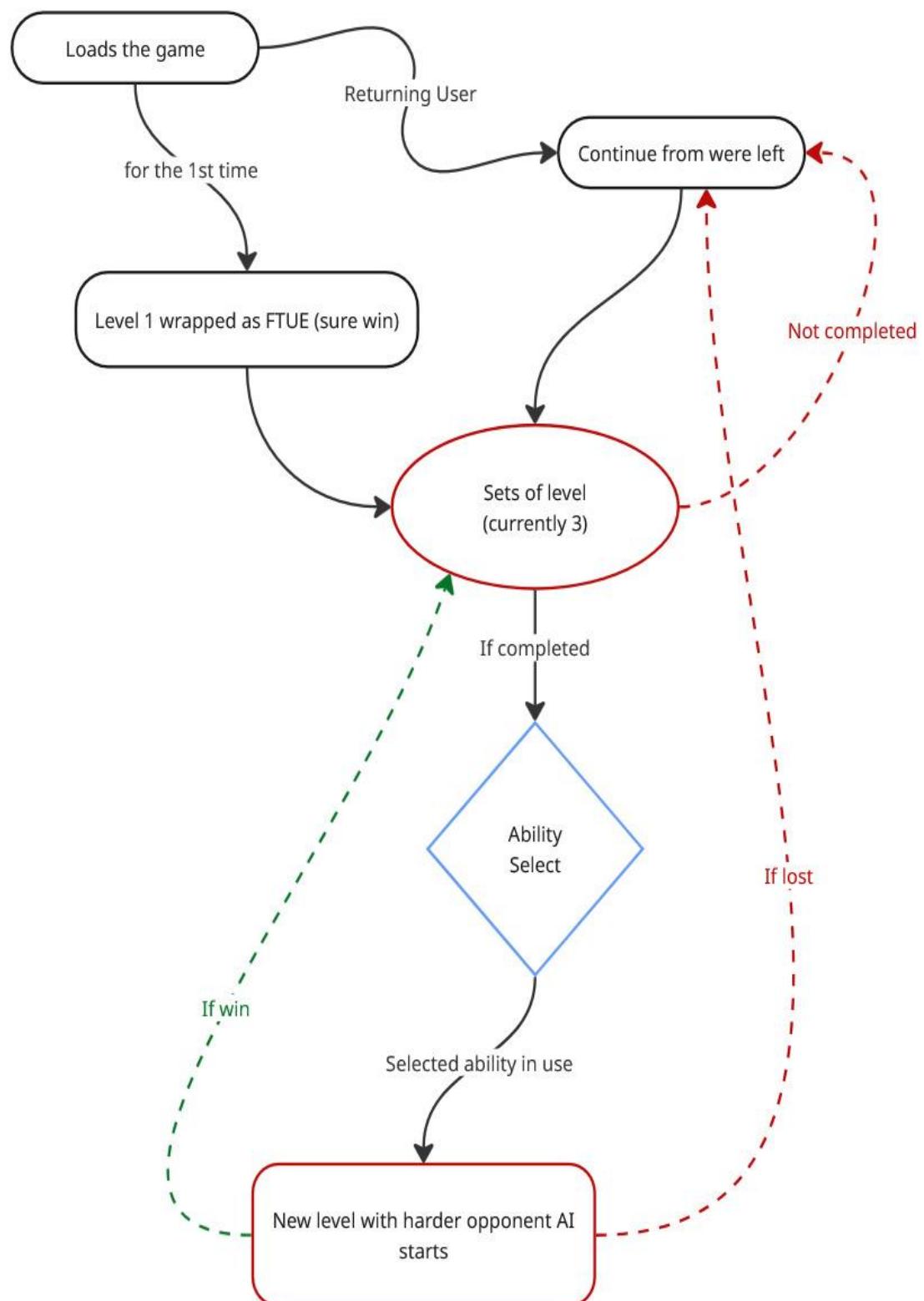
9. Development Milestones

Phase	Tasks
Pre-Production	GDD, visual prototypes, control testing
Prototype	Core mechanics, 1 arena, 2 abilities
Alpha	All mechanics, basic UI, 3 arenas
Beta	Full feature set, audio, polish, testing
Launch	Optimization, app store submission, marketing

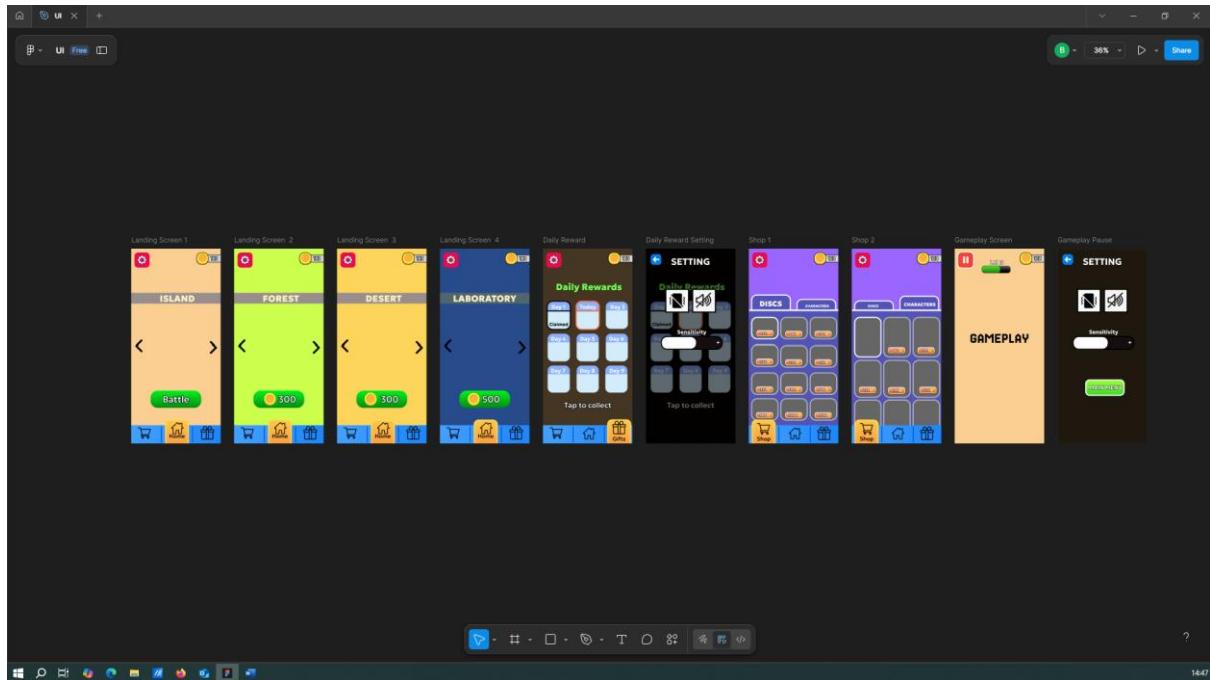
10. Game Core



11. Level Flow



12. Figma Wire Frame [[LINK](#)]



12. Team Roles

- **Game Designer:** Adityaraj Singh
- **Developer:** Chinmay Kawale
- **2D Artist/UI:** Google, open source & Friends
- **Sound Designer:** Open source
- **QA Tester:** Chinmay, Adityaraj, Friends.
