ICS 168 - Game 2: Competitive Online Game

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<div align="center">**Dodgeball 2D Design Document**</div>

General:

DodgeBall2D is a competitive game in which there are 2 teams competing against each other. Every player of the team must try to hit the others from opposite side to gain point for each successful strike. After a certain time, whose team with highest strike point will win the game.

Game Loop:

- Spawn: Player can choose to play for either team; after choosing, they will spawn at either sides of the map and begin to destroy the opposite players. There will be a limited number of balls that also spawn at the beginning of the game.
- Throwing and Dodging: Throwing with accuracy and avoiding strike are the key mechanics of the game.
- Teamwork: Working with teammate is the key to overthrow the other team.
- Goal: Once time runs out, whose team has highest score will win.

Mechanic:
- Move: AWSD to move character.
- Pick up: Press F when character is near the ball to pick up, moving mouse while still holding ball will redirect the ball position based on mouse position.
- Throw: Left Mouse Button to throw the ball at the cursor on the screen.
- Double jump: Pressing Space twice will make the character jump higher.

Design Decision:
- We want this game to have both focus on competition between each player from the teams an
- d teamwork. We make sure that the map, mechanic, ball types, everything that we created is meant for having different player's skill-cap.

Future Improvement:
If we have more time, there are a few things we would like to add/improve:
- More ball variety: explode ball, smart ball that can chase the nearest enemy.
- Kicking mechanic that allows player to deflect an incoming ball.
- General aesthetic of the game.

Credit:

- Background music: Bit Shifter - The Information Chase