

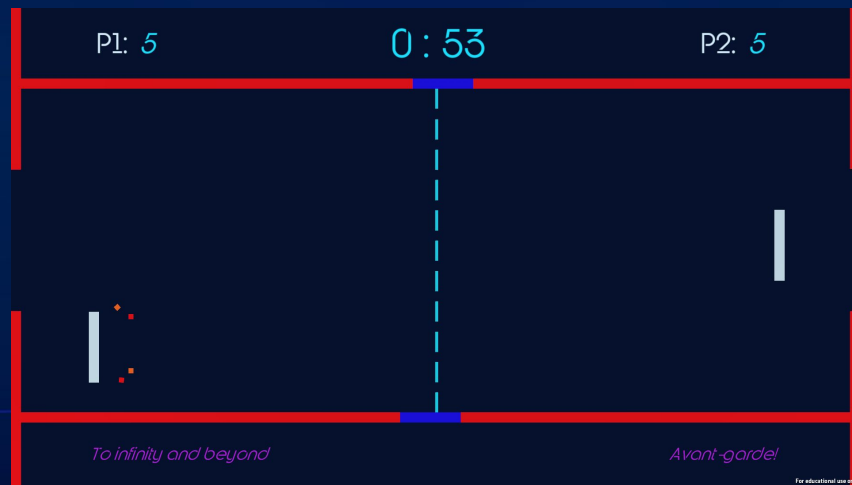
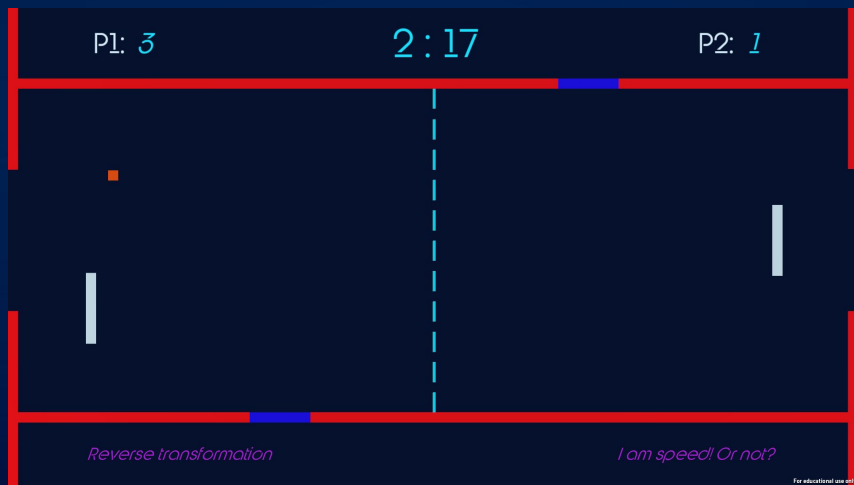


Pong has never been so crazy

Exploit robots in this explosive simulation to score more points than your opponent in a specific time limit. Take advantage of the dynamic field and random abilities to get in your opponents' way, but be quick or you will have to weigh the choice between dodging the energy sphere and hitting it, you never know when it might explode!

Unstable Warning

This mode will define when the energy ball becomes unstable. This will encourage players to play smart, trying to score as soon as possible. During this phase they will have to be careful about either dodging or hitting the ball.



Skill

Players will have a skill randomly chosen by the game between seven different possibilities, which can only be used once per round. When used, the skill will be activated after the ball touches the players' pad and will affect either the player or his opponent. Once the skill has been activated, the player's pad who used it will change colour to let the opponent know what to expect.

P1: 7

PAUSE

P2: 6

<i>You shall not pass</i>	Prevent a goal once	<i>To infinity and beyond</i>	Bounce back the sphere at a higher speed
<i>Avant-garde!</i>	Bring your opponent away from his goal	<i>I am Speed! Or not?</i>	The opponent's pad will move faster or slower
<i>I'm confused</i>	Messes up your opponent's pad control keys	<i>Alexa, disable portals</i>	Wormholes are temporarily disabled
<i>Reverse transformation</i>		Take control of your goal and prevent the use of your opponent's skill	

RESUME

EXIT

For educational use only

P1: 2

2 : 00

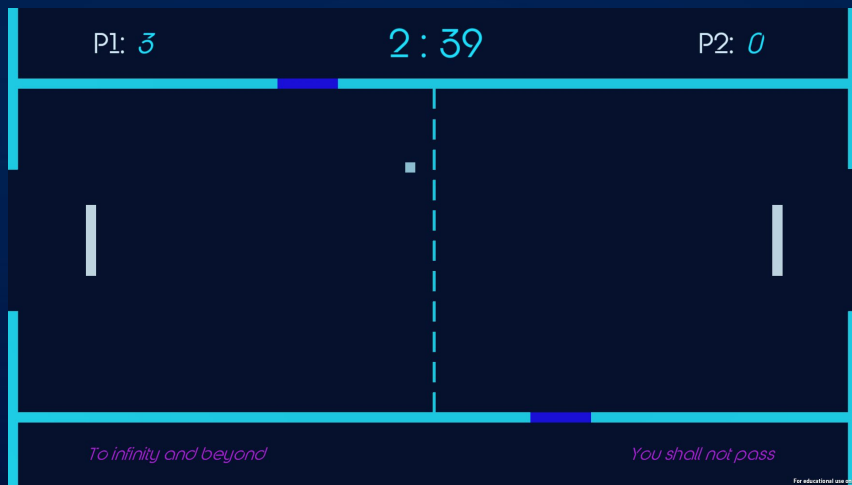
P2: 3

I am speed! Or not?

You shall not pass

Dynamic Field

On the horizontal edges there will be portals that will teleport the ball from one to other while maintaining its trajectory. These will move horizontally in a specular way within a certain range, never reaching the corners.



Team

Concept Art:

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Game Programmer:

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