



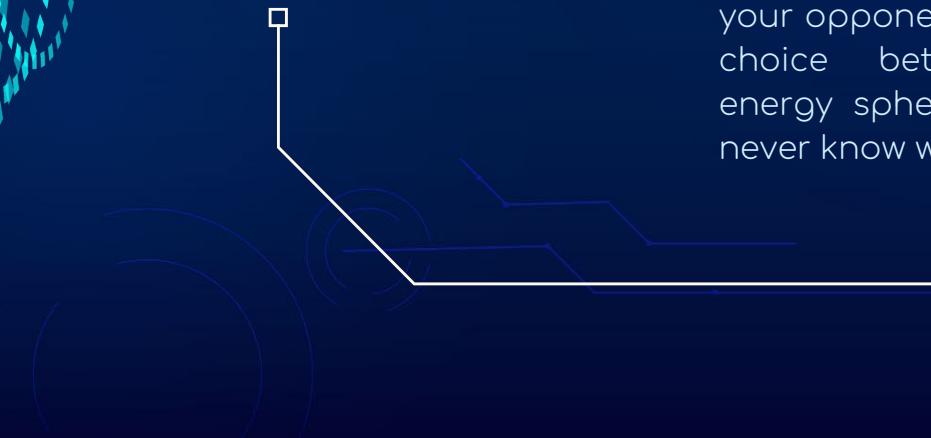
KA-POONG!

Pong has never been so crazy





Overview



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 weigh the choice between dodging the energy sphere and hitting it, you never know when it might explode!

Key Features

◀ Explosive Sphere

Players will have to pay attention to the explosive property of the sphere. With each bounce against the players' pads, the probability of it exploding will increase more and more (up to a maximum of 50%).

The ball will explode only upon contact with the pads, and will cause the unfortunate player to lose 1 point.

Dynamic Field

On the horizontal edges there will be wormholes that will teleport the ball from one to other while maintaining its trajectory.

These will move horizontally within a certain range, never reaching the corners.

The goals will be about as long as 1/3 of the vertical edges of the field, so that players can safely dodge the ball.

Random Skills

Each round both the players will have an ability randomly chosen by the game, which can only be used once per round.

When used, the skill will be activated after the ball touches the players' pad. When a player activates a skill, their pad will assume the color of the corresponding skill to let the opponent know what to expect.

Marketing Stats

Target Price

0,99 \$

Release Date

21 - 12 - 2022

Target Platform

PC

Language

English



References

Main goal and base mechanics of the game.

Explosive energy sphere and random skills that give you an advantage over your opponent.

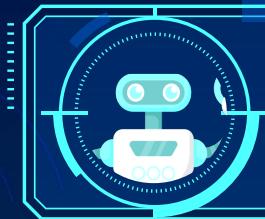
General mood and style of the game.
Wormholes on the side of the field that teleport the sphere from one part to the other.

PONG

 **EXPLDING KITTENS**

PORTAL™

Our Team



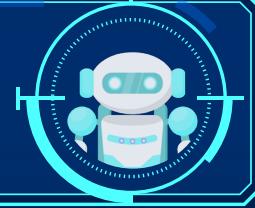
Game Design

Francesco Busnelli
Alessandro Durante
Davide Garassino



Game Programming

Andrea Albini
Davide Discacciati



Concept Art

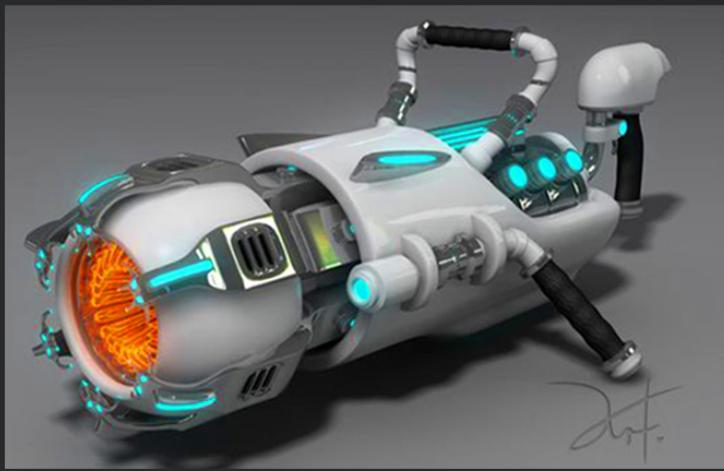
Sofia Zheng



Concept: Cute-Mecha-Space

Charcter: chibi robot astronaut

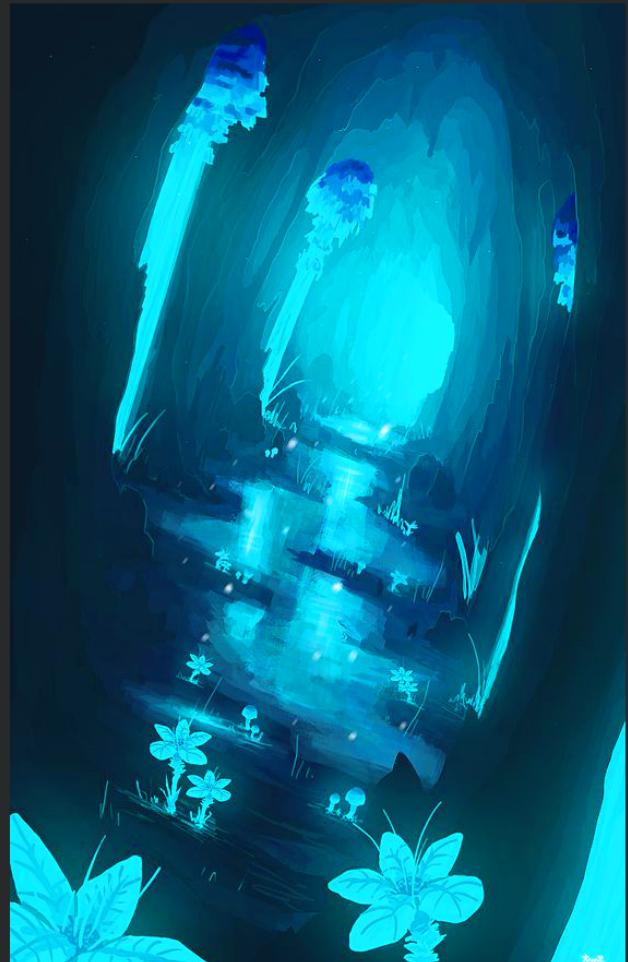
Environment: space/moon/planets



Details:

The weapon chosen for the character is a bazooka: it shoots a sphere of energy that could explode in any moment.

Artstyle and color palette



Mediator color

Tonic color

Dominant color

Font research

KA-POONG!
KA-POONG!
ka poong
KA-POONG!
KA-POONG!
KA-POONG!
Ka-poong!
KA-POONG!
KA-POONG!