Flash Game

den 21 april 2011

18:32

Orbis

You play with multipleballs at the same time.

Losing a ball loses a life? Or a ball if you have more left. Also ejects 1/2 new balls.

Multiply score by 0.1 or 0.05 for each bounce a ball stays alive (speed is also increased/decreased depending on what the ball bounces on)

Losing a ball

* 1 or 2 new ejected
* Lost ball is lost
* 1 life will be removed (or ball?)

Example:

You have 3 balls left in ball holder. You have 2 balls playing. You lose one ball -> a new one gets ejected so you still have 2 balls playing. Also one life is removed so you only have 1 ball left in the ball holder.

Skills using levelup system? "Talent tree"? Several levels of same skills?

Ex Ball Catcher 2/4/6 balls.

Shield 1/2/3 sec

Time Freeze for 1/2/3 sec

Explode Radius 10/20/30

Reverse - Increases ball speed by 30%/15%/0%

Imp Reverse slows speed by 25%/50%/75%

or

"Skills"

* Ball Catcher ( "plankan" blir ett nät som samlar in bollar igen istället)
* Shield (täcker hela vägen)
* Time Freeze ( all balls stop for x time)
* Explode ( All balls will explode )
* Reverse ( All balls will change direction, keeping the same speed)

"Bonus Blocks"

* Orb Split ( splits ball into 2/3 balls)
* Speed Up/Slow Down (ball/s speed up / slow down)
* Sticky Bomb ( Ball will stick to next tile it hits and explode after X sec)

Level Design from XML

<Level ScoreToWin="10000" InitialBallCount="3" MaximumBallsToLose="3" SpecialsCount="4">

<BlockLine1="\_0\_\_505\_506" />

<BlockLine2="4\_4\_5\_\_\_\_\_5" />

<BlockLine3="3\_3\_515\_\_65" />

<BlockLine4="333\_\_\_5\_\_\_5" />

<BlockLine5="3\_3\_535\_636" />

<SpecialsPool allowSplitBalls="true" allowSpeedUp="false" allowSpeedDown="true" />

</Level>

BlockTypes from XML

<BlockTypes>

<BlockType Symbol="0" Graphics="Green" BounceSpeed="10" Score="100" SpecialsChance="0" Destroyable="true" hitsToBreak="1" />

<BlockType Symbol="1" Graphics="Blue" BounceSpeed="-10" Score="200" SpecialsChance="75" Destroyable="true" hitsToBreak="2" />

<BlockType Symbol="X" Graphics="Gray" BounceSpeed="30" Score="500" SpecialsChance="0" Destroyable="false" hitsToBreak="0" />

</BlockTypes>