Mechanics:

Player moves the paddles to hit the ball. If the ball drops below the paddles the game is reset. The player scores points when their ball hits interactable objects. The balls movement is based on real world ideal physics with conservation of momentum when the ball hits objects.

Physics:

The game is based off real world physics with the plane of play being a tilted table, whereby the ball will roll down due to gravity because of the slope. Each of objects the ball can hit or roll on has no friction. Each of the objects the ball can hit has an ideal conservation of moment whereby they will bounce off the object with the same velocity as before.

Objects:

Within the environment there are several objects for the player to interact with. The objects are a heart, eyes, lungs and fingers. The ball does move these objects but does interact with them.

Actions:

The players main actions are using A and D to move their finger paddles. The paddles are used to knock the ball around the map and to stop the ball from falling. The ball interacts with the heart, eyes and lungs by adding a score whenever the ball hits these objects. As a rule, interactable objects play and idle animation and play a sound effect when they are hit.

Economy:

There is no true economy to the game, however the player can score points, which determines how well the player has done. The player scores points when they hit the interactable objects, the scoring goes as follows with the lungs being the easiest to hit they give the least points with 5. The eyeballs being the next easiest to hit give you 10 points. The heart being the hardest gives the player 20 points.

Screen Flow:

Game Options:

No game options.

Replaying and Saving:

The game restarts when the players ball drops below the paddles.

Cheats and Easter Eggs:

None.