Big Head Volley  
<https://coach-butters.itch.io/>

Big Head Volley (BHV) is a silly 2D volleyball game with ridiculous abilities and customizable characters. The core gameplay revolves around a 1v1 game of volleyball. The player customizes his character before each match, including one unique ability. The player then competes against the AI opponent in a Best-of-3 format. The game is designed to be simple enough for anyone to play, with hidden complexity and skill expression in the movement, ball placement, ability choice, and reaction time.

* In the match, you can control your character’s horizontal movement with the “A” and “D” keys. You can jump with the “Spacebar.” You can also press “I” to actives the “Active Hit” ability which enlarges your head and hits the ball with more force than normal.
* You can navigate to the match by clicking the title button, and then clicking “Continue.” The title screen will be implemented on Friday in a primitive state. Once in a match, if anything goes wrong you can press the “Reset” button to reset the current state. “Reset” does not reset points nor wins. You can click
* Main Game Loop:

1. Ball starts randomly either left or right of the net. (Not implemented yet)
2. Players hit the ball over the net to the other side.
3. When a ball touches the ground, whichever side the ball does not land scores a point.
4. If a player has not reached the maximum points to win, reset the ball to the side of the net that just scored and start over at #2
5. If a player has not won, the BO3 start over at #1
6. Transition to win screen
7. Ask if the player wants to play again

* 3 Areas of feedback:
  1. Do the movement and physics feel natural and intuitive? Including keyboard hand placement?
  2. Does the “Active Hit” feel satisfying?
  3. How do you suggest I make this “silly” while still being simple and intuitive?
* Things to ignore:
  1. Re: ugly end screen: I’m going for an MVP every week and UI is lower in priority.
  2. “Ridiculous abilities” and “Customization” are coming. I just want to make sure I got the core game down pat.
  3. The sound mixing is horrible in the HTML5 version for some reason. See the YouTube video for what it’s supposed to sound like.
  4. Quit buttons don’t work in HTML5 for some reason.

Trello is a fantastic new tool in my arsenal, thanks Paul  
<https://trello.com/b/HvtqHmZW/gameheads-live-promotion-game>