öProject Ballz with Flags (Working Title)

**Introduction:**

… is a Local 2vs2 Arena Brawler with Strategy Elements. Two Teams battle each other in an Arena, where the goal is to capture X Flags scattered on the opponent’s field and bring them back to the base. There are also different Balls on the field, which each player can use, to throw them on the opponent to stun or knock them out. The team which captures first all X flags, or the most after a time limit win.

**Core mechanics**:

Fast paced game, fun (bit extreme) physics, skill based, strategic

**Game Feel:**

**The Game Designer’s Goals:**

**Goal**: Fun Team Multiplayer Experience

**Features:**

* Fast paced
* Quick start
* Simple controls
* Team play gets rewarded
* Crazy physics

**Goal:** Crazy Physics

**Features:**

* Different properties on the balls (bounciness, catapultation power, throw speed)
* Playable characters get catapulted

**Goal**: Easy to learn, hard to master

**Features**:

* Simple base controls
* Base controls have multiple uses (Dash for simple dashing, or for quick avoids)
* Combo potential with team partner

**Goal:** Encouraging Team Play

**Features:**

* Combo potential with team partner
* Need two hits with normal balls to kill an enemy (need two players for that)

**Style:**

**Controls:** Since it is a Local Multiplayer, Gamepads are recommended.

Mock-Up is in the Work!

Left Stick for Run, Left Trigger to charge the Ball, release it, to throw, tap a Button/Left Trigger to throw the ball

Right Stick for Aiming Ball

Items (Flags, Balls), get picked up automatically, when ran over,

Right Trigger for dash

**Game Play/Loop:**

**Challenges:**

3v3, keine Bases, ein Ball, öfter werfbar werden stronger(Pässe), flagen spawnen random (Blue, Red), Flagen können fallengelassen werden (nicht werfen), 2 Flagen, Dash mit CD, nach 3 mal Ballwurf -> Killball,

