Une image contenant Graphique, graphisme, texte, Police

Description générée automatiquement

A game by the BallMasters :

Jalil « Datruc » BELLAHCEN,  
Mathias « Olivi3r » CARVALHO,   
Taha « Akuma » EZZAHRAOUI,  
Victor « Pandadulol » HAFLIGER,   
Frédéric « Edge » PACREAU.

Table of Contents

[Creation 2](#_Toc189475675)

[Documentation 3](#_Toc189475676)

# Creation

## Planification and Role Assignation

After the formation of the BallMasters team and a few online discussions about the eventual directions we could take on the project, we first and foremost planned a face-to-face team meeting on the first Thursday following the presentation (23/01/2025) of the project and its aim.

During this hour-long meeting, we first discussed the main gameplay loop of the game. We were sure we wanted to make a sports-based game with balls, as the implementation of trajectories in games such as a Baseball or Golf-based game would be evident. We settled on the idea of a 2D, side-view, physics and power-ups based Golf game we would later call :  *Ball Game “Putt It in”* (other working titles already had the idea of “Ball” being a strong word). We had efficient brainstorming about the gameplay and game design, and decided on the Role Assignation:

* Mathias would supervise the project overall, coordinate the team, create the sprites (game art) and sound design, and help all other team members with their tasks if they needed so.
* Jalil would

# Documentation