# Splitball

## Alt Names

* Cutie Footie
* Multidimensional Soccer
* No Own Goals Allowed <= I like this one as well, or a variation on it
  + Own Goals Not Allowed is better, because “no own” is clunky with two o-s after each other.

## Idea

You’re playing a *very simple* pong/soccer game. You’re just a dot, the ball is just a dot, goals on two sides, small field. 2D, top-down view, simplified graphics.

**However, multiple of these games are happening at the same time.**

So you’re not just moving in one game, you’re simultaneously moving in *all of them*. Which means you might accidentally block your teammate’s shot somewhere else. Or own goal.

“No Own Goals Allowed”: if you score an *own goal*, you immediately lose. (Or it’s just a *huge* penalty, like 10 goals to the opponent.)

The general feel of the game? One where you must always multitask and jump between fields/playstyle, and each field is always unfair (with one side at a disadvantage) by design.

## Objective

Score X goals *across all fields*.

## Input

Each player can *move* their character. That’s all.

## Implementation

Just make each field a *self-contained game*.

* It holds a *score*
* It holds its characters
* It holds its visuals

The direction/location of goals and stuff is *randomized* per field. It’s best if this is *as different as possible*.

Then create a FieldManager => it displays the fields in a sensible configuration. (Probably just put them vertically next to each other. Maybe, when more fields enter, we can just *resize* them to match?)

And create a PlayerManager => with a Player module for each player => which sends its input to *all its characters*.

Also, **AI / Bots** would be a great addition. Would increase player/team count and make solo mode possible.

## Extras

Create a way to reduce the number of characters. (So you’re not present in some of the fields.) => this has both upsides and downsides. You’re not own goaling as much, but you also cannot defend/attack at those other locations.

Dynamically add/remove fields. (On remove, add whatever score it had to the existing fields? Or you just *lose* that score?)

A “max bodies on field” (or “min bodies on field”) powerup/property?

## Potential Pitfalls

**How to prevent players from just playing on *one field* (ignoring all others)?**

The rule “own goal is really bad” and the fact that you can always focus on other/easier fields are *subtle* pushes.

Here’s a more certain method:

* When you score, your character is *removed* from that field. (If this was your last character, it’s simply transferred to another field.)
* When someone scores against a team, one of the players in that team gets an *extra character*. (If you’re already present in all fields, nothing happens.)

Scoring an *own goal* means these cancel each other out: you are removed from that field, then added back.

**How to prevent extremely easy scoring (because one team just isn’t present on a field)?**

The method above kinda solves this. (If you concede a goal, you get an extra character on that field.)

To aid players:

* Provide ways to purposely walk to a different field. (Like powerups or gates you can enter.)
  + Gates at the sides of the field, that literally connect with the field they go to (or point at it) are probably clearest.
  + Don’t allow entering a field where you already are? Or is that actually also fun?
* Provide ways to *defend* a field at which you’re not present. (Through powerups, actions you apply to *other* fields.)

# To Do

**Screen Scaling**

* Fix everything to 1920x1080 scale, then just keep that aspect. (And remove any bad scaling from on\_resize stuff.)

**Field Manager**

* How do we get more/fewer fields? (Disallow if no space anymore.)
* Better “get random position inside” function
* When resetting ball, keep *some* momentum, but also don’t make insta-goals possible.
* Nah, don’t allow more than *one* (or *two*) characters from the same player on a field. Just becomes a mess and adds problems.

**Extra:**

* *Inside* shadow for the field walls. (Also rounded corners?)
* Some sort of powerups that
  + Affect the field to the right/left
  + Affect *all* your characters. (So you could pick up a speed boost somewhere else, then become faster *everywhere*.)
* The goal size and placement can also be randomized.