Important notice about controllers!

Do you remember the good old days of having to keep the analog stick perfectly still when booting a console, otherwise that controller would keep drifting until it was replugged?

Then this game is for you!

Be sure to start the game with the gamepad connected, and calibrate it as requested, otherwise the game may read inputs incorrectly.

(someday I'll figure out why this happens...)

About this ~~game~~ ball

~~Run~~ Roll to the goal

Jump over spikes

Avoid obstacles

But above all...

Have a Fun!

How to play

Level 5: Danger Everywhere — The current level
Game time: 03:46.556
Level time: 01:06.850

For how long you've been playing this level

Goal

You, the ball

Reach this goal to beat the stage

Beware: spiky things will kill you!

For how long you've been playing from new game/level select

Controls

This game can be played both on the gamepad and on keyboard (optionally with mouse-controlled camera).

All in-game actions are 100% rebindable from the options menu. Just note that all 3 input sets are active at once!

To reset the configurations (and, most importantly, the controls):

- **Windows**: Launch the game by double-clicking `reset-config.bat`;
- **Linux**: Pass `--reset-config` when launching the game.

Input	Keyboard / Mouse	XBox	DualShock / DualSense
Movement	WASD	D-pad / Left analog stick	D-pad / Left analog stick
Jump	Spacebar	A	Cross
Camera	UHJK / Hold right mouse button + movement	Right analog stick	Right analog stick
Reset Camera	Middle mouse click	Rb	R1
Restart Level	R	Y	Triangle
Pause	Esc	Pause	Pause

Characters ⚗

Here's a brief explanation about the models. ~~I'm totally not doing this only to fill up pages, OK?~~

The basic ball: It's way easier to notice that a sphere is rolling if you add stripes to it!

The star: There's something about a ball with a star on it that just feels right.

The anti-ball: Give someone too much power and they will start to flip every normal outward... C'mon, it looks cool!

The monkey: Monkeys and balls are an integral part of the mystery community...

The ghost: It's a mystery!

Credits, Acknowledgments and stuff

Made with Unity, Blender, LMMS, BFXR, ChipTone, VIM, Python and Audacity.

32 color palette by DawnBringer (https://pixeljoint.com/forum/forum_posts.asp?TID=16247).

Fog/wind particles by Frono!!

Everything else (code, graphics, models, song) by GFM.

(more stuff)

The songs were live recorded (with a Dual Sense as the microphone), except for the drums (which were sequenced).

Project hosted on Github. It's Open Source, so feel free to check it out at: https://github.com/SirGFM/BallGameTM

Game freely available on itch.io, at:
https://gfm.itch.io/ballgametm

Special Thanks

This was a fun project. It feels like I started this forever ago, but it hasn't even been 1 year.

However, I wouldn't have even started it if not for some people, and it wouldn't be anywhere as good(?) as it ended up being:

BlasphemousRoar (https://www.twitch.tv/blasphemousroar) - Gave me the initial idea to do this. I still need to get back to Roar and see about the initial plan for this game... It was going to be fun!

Hopscotch007 (https://www.twitch.tv/hopscotch007) - Did a lot of the initial testing, helping me get the game to (hopefully) feel good to play.

The Mystery Community (https://mysteryfun.house/) - It's always fun making something considering that they may race it. Although blind racing may be niche, it became an integral part of how I think about making games. I also wouldn't have learned about ball games if not for them!

Frono (https://frono.itch.io/) - It's thanks to him that the wind is pretty and nice, and not some weird floating arrows.

Alexandre Esquitini (https://www.esquitini.com.br/) - Listening about your projects (and listening **to** them) motivated me to go back and continue this game. Also, watching you play an earlier build of the game made me realize that I had to improve the level design quite a bit.

PlayFriends - The PlayFrame (https://www.youtube.com/c/PlayFramePlus) fan community is great! The game has ambient occlusion thanks to them, and it's fun talking with them about game dev (and otherwise)!