

Link

<https://spudoku.github.io/Bucketball-Clone/>

Controls

The only controls are to drag and release the mouse, launching the ball like a slingshot. An aim system assists the player in finding a trajectory.

Ball (Player) Behavior

Once launched by the player, the ball bounces off of blue obstacles relatively hard, or even more intensely when colliding with pink Bouncers.

If the ball gets in the bucket (detected by a trigger in the bucket), it will play particle effects before advancing to the next level.

The ball may change color if going through a green or orange Color Changer. The ball's color must match that of the bucket in order to win the level.

Time to Complete, Challenges and Learning

Time to complete: roughly 8 hours

Challenges and Learnings

- Trajectory calculations for the aim assist mechanic
- Level design and bounciness: modifying bounciness to enable bouncing off of walls as a key feature without the ball bouncing out of the bucket too easily
- Delays between ball collisions and sound effects playing