Cooldown System

The cooldown system could work in various ways:

1. Players have all balls available at start of round – once they have used each ball a specific amount of times, the ball will become unavailable to use and they must wait until the cooldown has run out.
2. Round starts with ‘special’ balls unavailable – must wait till cooldown is over to use.
3. Players unlock balls as they progress through each round – player may have to fulfil criteria to unlock balls – e.g. other balls will unlock after player has fired a certain amount of the default balls or after player has hit the other a certain amount of times. Could also unlock after the round has lasted a specific amount of time.
4. Player could be limited by how many balls they can shoot – if they fire 3 metal balls then the cooldown will start and they must wait until it is over.
5. Balls could stack e.g. player starts with 1 metal ball to fire – every 20 seconds they will receive another – players can then be more strategic with when they fire them as they may want to have a large amount of each ball that they can fire rapidly.
6. Player could be given a specified amount of each ball – they won’t gain any more so they must choose when the best time to use each ball is.