Blog #1 - Roll-a-Ball

It's Rolling!...
Welcome to our first blog post, about a little mini bowling game.

Concept

The idea of the game, is that a bowling ball will roll down and smash into the pins, resulting in an relative okay cool physics phenomenon. Then you of course want to do it at least on more time, so you respawn and do it again!
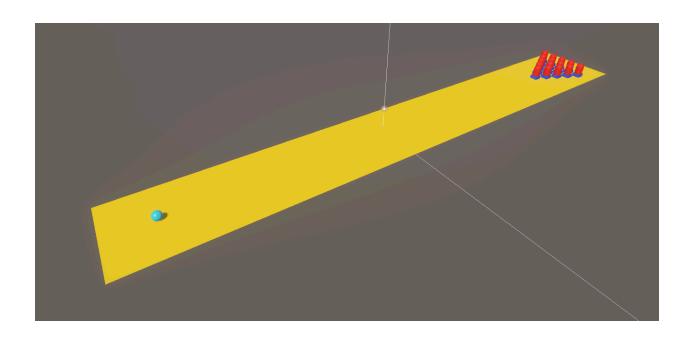
Mechanics

You simply move/roll using "W", "A", "S", "D", and respawn using "R". Then when you hit the pins, they will then move (dynamics), and it will create a cool effect (esthetics).

World

The world consists of a ground plane, a ball the player can control, and 15 pins to roll into.