

I decided to go with the prototype of my goofy football simulation. However, I decided against going down the route of making it simulate a regular football match. I noticed that when Zi Di was playtesting my game, they had the most fun messing about with the mechanics of the game rather than the directed objective of trying to dribble past the cones and scoring a goal. Thinking about that gave me the idea of instead trying to make a big sandbox world for this game. I imagined a world where the player can explore and dribble a football throughout. They can tackle or shoot footballs at the ragdoll NPCs. The player will be vaguely guided to complete their 'goal counter'. But what constitutes each goal will be left up to my creativity.

I started by adding a new model and adding Mixamo animations for my player and goalkeeper. This ended up being mostly successful until I ran into a bunch of hilarious glitches. My character would strike random poses. Some animations would send objects floating in the air. Some flat out didn't work. I spent a lot of time ironing out the issues until I reached a point where it all somewhat worked. I had to bandage fix a lot of issues by getting creative with could. It was a challenging, but ultimately rewarding process

I then added a mechanic where the player would kick the ball higher if they were facing above a certain height. This simulates the nature of how the ball goes higher when kicked by a footballer leaning backward.

The next big project to focus on was the goalkeeper. Before I just had a capsule that would follow the x position of the ball. I replaced the capsule with a humanoid model and assigned animations for them to dive to either side. In order for the keeper to know which direction they should dive in, I added 2 trigger colliders left and right of the keeper. Every time the player kicks the ball, I made it so a ray was cast from the ball in the direction of the shot. Depending on whether the ray hit the collider, and which collider it hit, the goalkeeper would dive in the corresponding direction. Again, this process was a lot easier to type than it was to implement. Eventually I got that to somewhat function. However, that was all thrown outside the window when it came to implementing functionality that would allow them to chase and clear the ball if it came close enough to them. The code for each kept overlapping in ways that would make the keeper glitch in a painful yet hilarious fashion. After about 6-7 hours of bug fixing, I got a somewhat\* serviceable goalkeeper.

I next started working on adding ragdoll characters to the scene. Before I could get far with it, I realized it was 24 hours past the due date. Oh well. Hoping that these early struggles are just a wall that once I break through, progress will be much easier to come by.

### Playtest Question

1. Based on the direction I'm going in (a sandbox where the player can explore and kick footballs at people and objects) what random ideas could you see working.