

Project Gunball



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What is Project Gunball?

- Multi-player, third-person shooter / party game
- Inspired by TF2's PASSTime gamemode
- Two teams, two goals, one ball
- Arena / Level based game
- Goal:
 - Score points on enemy team
 - Shoot ball into goal
- Map Item Examples:
 - Health Regen & Ammo pack (refills ammo and health)
 - Speed booster
- Weapon Examples
 - Rocket launcher that allows rocket jumps
 - Machine gun with streams of projectiles
 - Healing bow



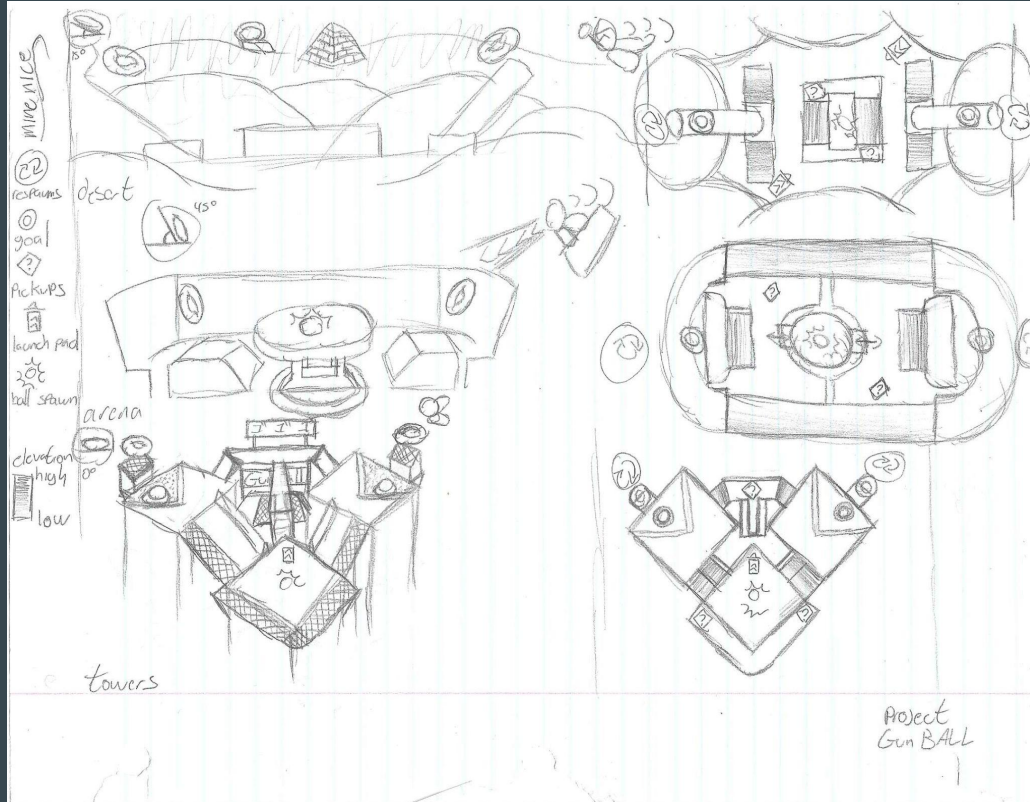
Gameplay

- Moving the ball:
 - Catching (disables main weapon) and throwing / passing
 - Shooting ball mid-air with gun
- Player Actions:
 - WASD movement
 - Spacebar jump (Or dodge-slide after quick direction change)
 - Main and secondary attack through M1 and M2
 - M3 for alternate ability (tentative)
 - M1 and M2 (with ball) for throwing or lobbing ball
 - Q for special ability
- Scoring goal will reset ball position



Arena Design (Sketch)

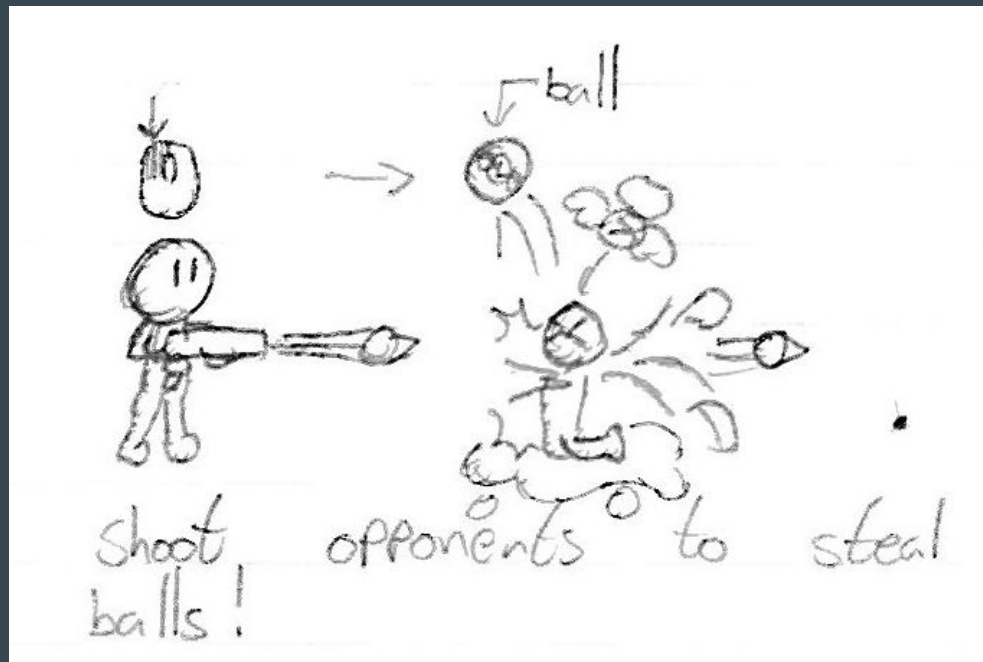
Side View



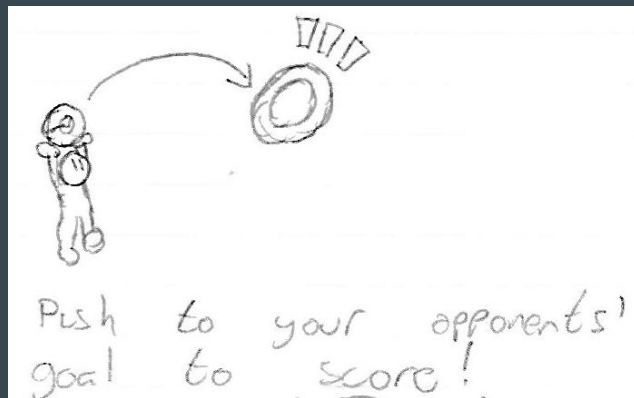
Overhead View

All sketches made
by Devrin

Game Concept (Sketch)



All sketches made
by Devrin



Other Concepts (Sketch)



All sketches made
by Devrin 7

References

- <https://youtu.be/t0lsfcj1qPw>
- <https://www.neogaf.com/threads/2d-mario-should-incorporate-more-of-the-3d-mario-moveset.1427759/>