

Beetle Ball Bounce

<https://github.com/critterjohnson/cs4730-final-proj-3cg>

The Team

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Pitch

We're creating a game that captures the mysticism and satisfying feeling of bouncing screen logos by utilizing a bouncing ball to overcome obstacles and solve puzzles. Each level works to integrate the ball's bounciness (or lack thereof), designing puzzles and enemies around the specific properties of the ball (and subsequently gameplay). We're creating the game around a single, perfected mechanic, and we're telling the whole thing from the perspective of one of the lowliest creatures: the dung beetle.

How to Play

To play, you only need A/D or the left/right arrow keys, spacebar, and the E key. A/D move the player character left and right. E begins rolling the dung ball. The dung ball grows in size (and weight) as the player moves on the ground and holds E.

Use your dung balls to help Beetle Bub save Beetle Babe from Froggington!

Amount of Content Available

There are over 8 levels which showcase the mechanics we've created so far, including the 4 different enemy types, the primary mechanic (ball roll), a lever which removes walls, and a barrier that only the ball can pass through.

Lessons Learned

The major lesson we learned was about scope. We found that we had a lot of big ideas, but not enough time to bring a lot of them to fruition. We discovered that it was much better to take a very incremental approach.

Additionally, we found that agreeing on an order in which we accomplished tasks was important. Certain tasks depend on others (like needing at least basic character movement to start implementing other mechanics).