

PolyGolf

- A 2D golf game that can be played with various shapes.
- You can draw an arrow to apply a force different parts of the ball, allowing you to spin it around obstacles.
- Levels can be procedurally generated from tiles of obstacles.
- The player is given a random shape for each hole to add extra challenge from unpredictable bounces.
- Holes can contain special areas such as water to carry you to other parts of the hole or a fan to change your direction.

