

The background of the entire image is a vibrant, low-poly 3D game scene. It depicts a desert landscape with yellow sand, scattered green trees, and large, angular rock formations in shades of brown and grey. In the center, there's a small settlement with wooden houses and a red-roofed building. A large, blue, blimp-like airship with a red basket hangs in the orange-hued sky. The overall style is reminiscent of indie games like 'Angry Birds' or 'Scribblenauts'.

Aniball

Platform | PC

Category | multi-player party game

Developer | 徐浩宇、東宇傑、曹家誠、陳亮孔、謝仲和



Intro

An exciting party game filled with cute sphere-like animals, fancy particle effects and launching as the core of game mechanics

Why AniBall?

Combine Animal with Ball.

So, it is called AniBall

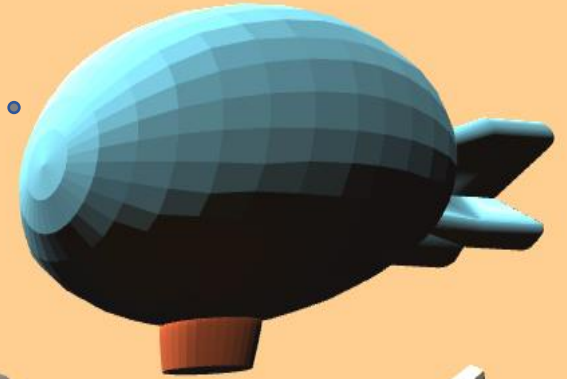
Note that the animals and GUI in this game are all produced by ourselves!

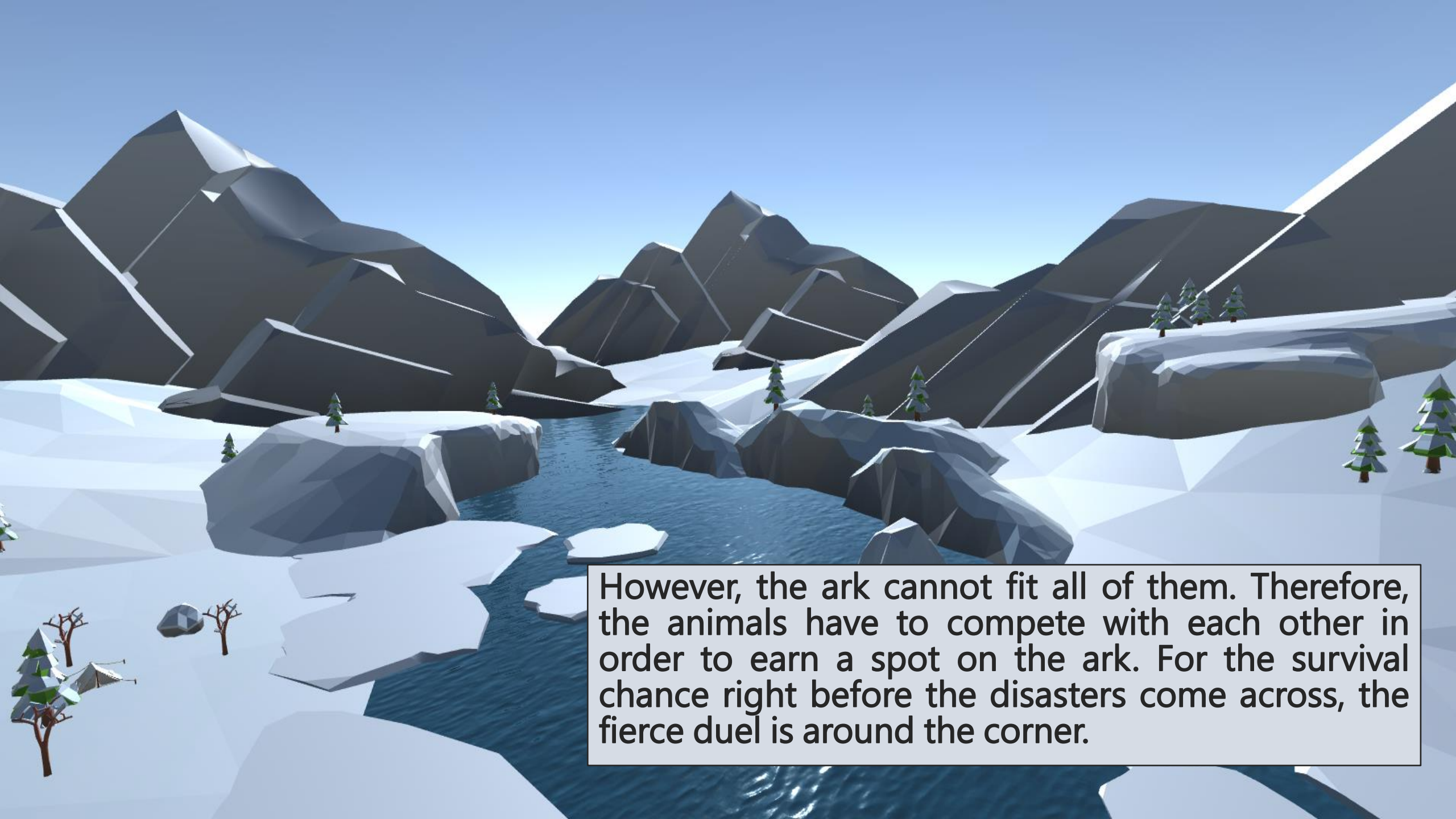
Background Story

The magnetic field of earth changed drastically, resulting in extreme climate change.

Noah decided to bring all animals on the Ark, he transformed them into spheres for convenience.

I'm Noah's Ark





However, the ark cannot fit all of them. Therefore, the animals have to compete with each other in order to earn a spot on the ark. For the survival chance right before the disasters come across, the fierce duel is around the corner.

Game Control

Use keyboard to roll and launch the animals

4 keys: movement in 4 directions

1 keys: press to accumulate the power, release to launch the animal



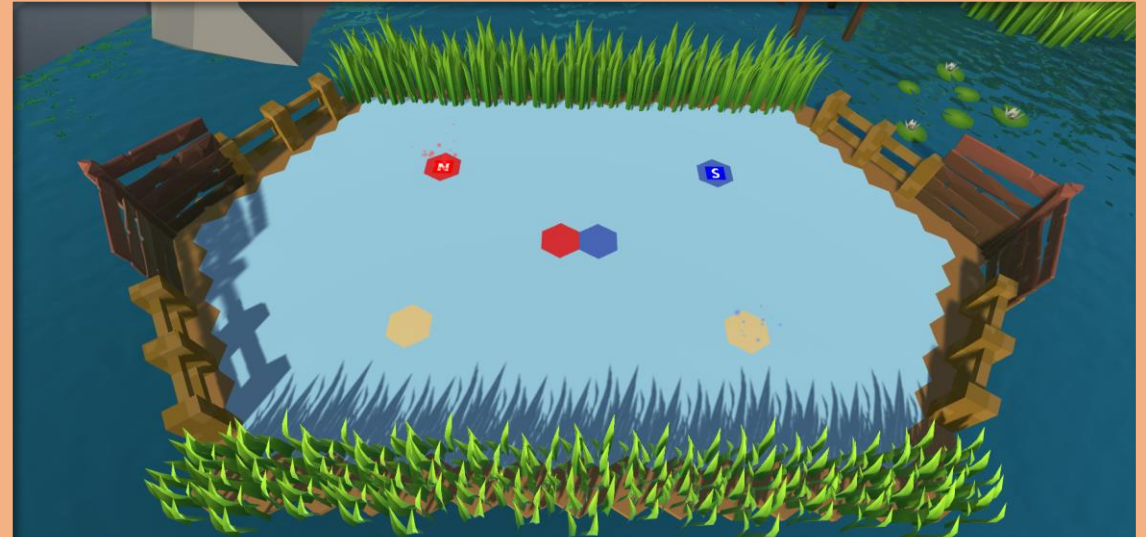
Game Control



Game Mode



Survival Mode
Stay on the platform!



Soccer Mode
Kick the ball to the goal!

Survival Mode



The platform leverages from ground at the start. Enjoy the beauty of ice world

Floors drops by the time

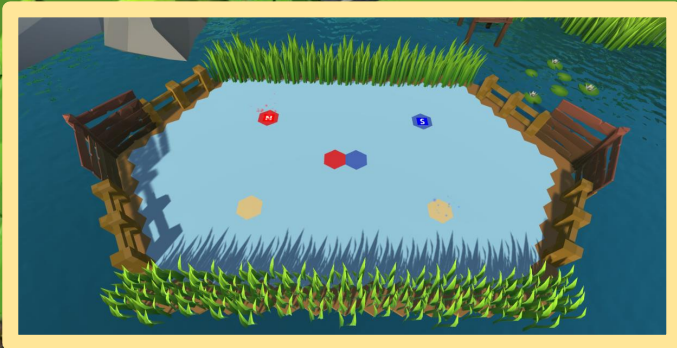
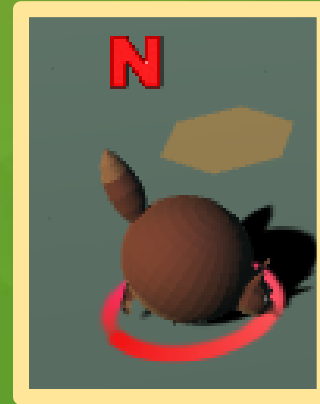


Soccer Mode



A soccer field lies in the center of a valley...

Features



Magnet Change Area: at center of stage, the magnet field of an animal changes by touching it

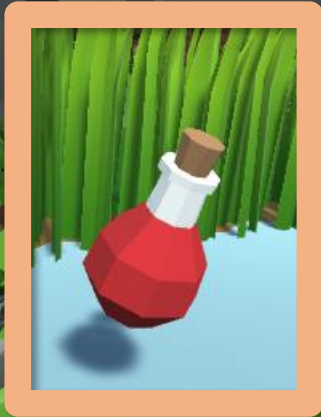
Magnet Effect Area: at 4 corners of stage, randomly set to N or S, affect the movement of an animal

Goal Area: scores when the ball touches, fireworks are made



Props

The animal who has the props would have special effects to interact with other players



Red Potion
Blow away others



Blue Potion
Mess up others



Magnet
Effect others with magnet field

Settings

Setup as you want

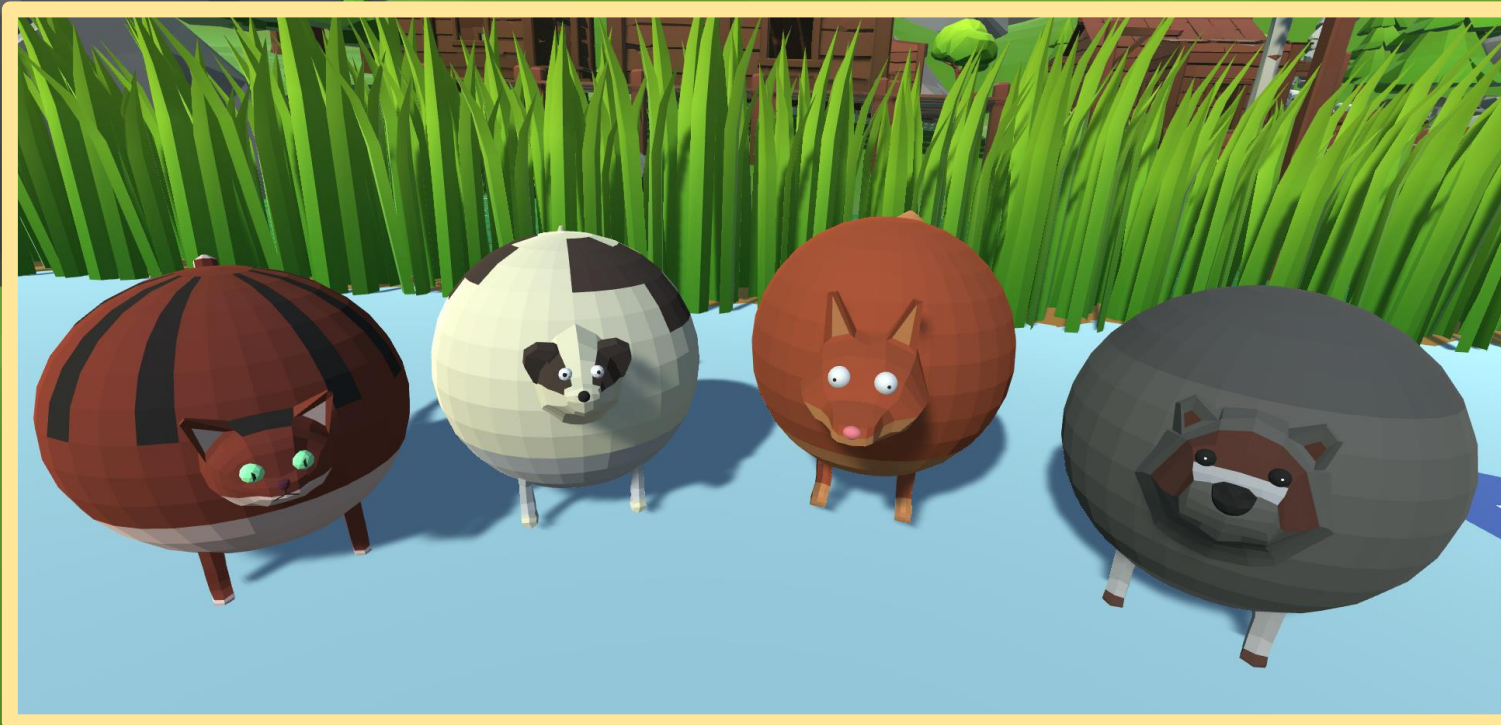


Animal Selection



Mode Selection

Cute Animals



Cute Animals



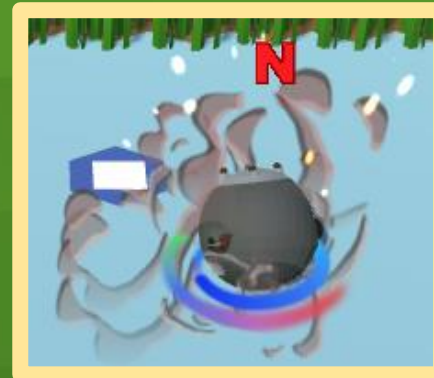
Special Effects



Collision Effects after having the props



Colors and particle effects on animals after having the props



Rainbow color ring after having the props

Game UI



Clear UI interface

Ring color matches the player color

To pause game, press "Esc" or the top button

Game UI



Game UI

Screenshot of the ending



END



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