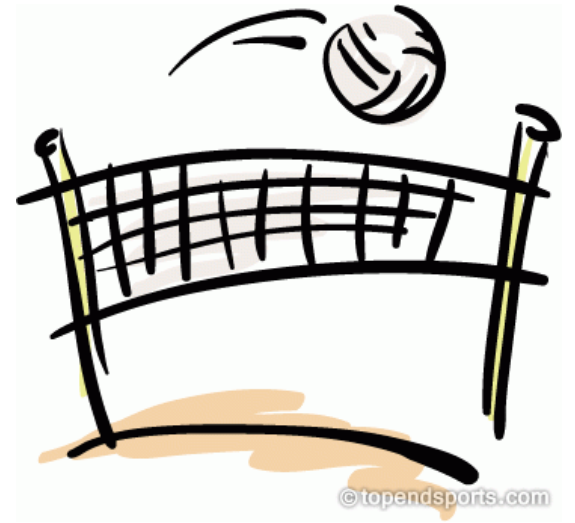


900^中 Entertainment

software | film | ideas



Straight Down Beach Volleyball

Bring the heat, team-up with friends, own the beach!

beach volleyball in the cloud

in the spirit of the classic 8-bit/16-bit titles we love

*Kings of the Beach, Super Spikes V'Ball, Power Spikes,
Sega Great Volleyball, Dig 'n Spike*

recruit teammates from your social networks

Facebook, Twitter, Google+

become a legend

everything's online

your entire career kept in-sync

extensible


all code on GitHub

goals

1. realistic gameplay
2. quick, fun & free
3. play on any device
4. play offline
5. open source

roadmap

Phase 1:
- playable web game
- list in Chrome Web Store



Phase 2:
- social integration
- Hangout integration



Phase 3:
- gaming server backend
- Android/iOS clients



dynamics

two-player cooperative

- play with friends, with random partners, or solo

- play in Chrome, on iOS and/or Android, or in a Hangout

- earn points based on your record

best of 3 sets

- rally scoring, first team to 15 (win by 2)

players alternate serving duties

- switch sides every 5 points

a side can't touch the ball more than 3 times per attempt

- a single player can't touch ball consecutively

- contact off a block doesn't count

aesthetics

animation

serve, run, pass/dig, set, hit, block
ball movement

audio

events, effects, soundscapes

POV

courtside 3rd-person perspective @ 33.33° (isometric)
parallax beach scene

HUD scoreboard

game-set-match score

mechanics

user input

keyboard, mouse, touch, voice, gestures

physics

targeting serves/hits

ball motion/velocity/gravity/bouncing

collision detection

"sweet spot" hits, mishits (early/late), misses

passing/digging, blocking effects

scoring

set/match, player records, leaderboard

(more) mechanics

AI

- auto-guiding sets/digs to teammates' position

- fuzzy logic for hitting/blocking/digging/serving power

- CPU skill level (opponents, single-player teammate)

- ball-as-AI agent

social

- graph integration (Facebook, Google+, Twitter)

- crowd support via Hangout "cheering boost"

storage

- game logs saved to Google Drive

- offline sync

(even more) mechanics

authentication

OAuth 2, Facebook Connect

gaming server

handles all physics, logic & rule enforcement

authoritative

instant replay

records/plays back significant rally-ending moments

gamification

track aggregate points, reward system

mobile clients

iOS

iPhone, iPad

Android

Froyo or higher

HTML5 ported to native platforms

via PhoneGap

listed in iTunes & Google Play

listed in Chrome Web Store

game server

state machine

- handles multiplayer simulations

running on Node.js using socket.io lib

- communicates over WebSockets

authoritative

- dead reckoning

multiplayer expansion

- two human players vs. two human players

desperately seeking algorithms...

attack/defense resolution

hitter & blocker of equal ability both have perfect timing/position on a ball. what result?

- defense always wins
- randomized outcome
 - kill, tool, roof, soft block, blocked back
- supports need for mapped player ratings
 - power, vert, defense, speed
 - gamification tie-in

collision detection

adjust for ball hitting "sand" given skewed POV angle

LET US PLAY.

(Now all I have to do is build the damn thing.)



Questions? Comments? Suggestions? Criticisms?