**Game Suite Summative Proposal**

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      As a group, we have agreed upon building a game suite with a common theme around the use of balls. The four games will be a soccer shootout, bubble shooter, star ball, and pong.

In the Bubble Shooter game, the goal for the player is to eliminate as many of the various coloured balls on the game screen as possible by launching into them a randomly determined coloured ball. When the launched ball hits two or more balls with the same colour, they get eliminated. The balls will move downward after a certain amount of time, and will move down after shorter and shorter intervals to make the game very challenging eventually. Once the bottom-most ball hit the lower boundary, the game is over. Scores will be determined by giving each eliminated ball a value of 100. Combo may be added for 4 or more balls eliminated simultaneously. If the player manages to eliminate all the balls on screen, a time bonus will be added based on a formula to the player’s score. If his/her score beats the high score, it will be recorded into save file and be always shown on the main menu. Pause options are offered during games.

The game, Pong, is a two-dimensional game, which simulates table tennis. The player controls the paddle by moving it up and down, and can compete against either a computer controlled opponent or another player. Players use the paddles to hit a ball back and forth. The aim is for a player to [earn](http://en.wikipedia.org/wiki/Pong) more points than the opponent; points are earned when one fails to return the ball to the other. Along with this classic Pong style, our game of Pong will support more functions, such as 3 player game, 4 player game, obstacle game, as well as the “hit the target game”. 3 player and 4 player game is, as the title states, a game of pong where there are 3 and 4 players. Obstacle game is when 2 players are playing a game of pong, there is a paddle moving in the middle up and down, which will add more challenges and excitement of the game. Lastly, “hit the target game” is a single player game where the player gets to control 4 paddles that are located at the left & right and top & bottom of the screen. By moving those paddles in a vertical and horizontal direction accordingly, player will have to hit the given target with the bouncing ball. As the level increases, the speed of the ball, size of the target, and size of the paddle will alter, which will make the game harder for users and less boring. After each game is over, players will be given a chance to either re-play the game or choose different options.

Soccer Shootout is a game which simulates the penalty shootout of soccer. In this game, the user will control the soccer player, who will aim the ball to the net. In the net, there will be an artificial intelligence goalie who will try to prevent the ball from getting into the net. The user will be able to control the ball’s pathway with mouse or keyboard and also choose the velocity of the ball. To make the game more interesting, as the user scores more goal, the goalie will become more agile making it harder for the user to score the ball.

Ball Dodging Game



The game consists of controlling a red ball to avoid the black balls. There will be various different modes, which will have different objectives, different paths of the black balls, and different items(,if any).

Falling Mode:

The black balls will be come from the top of the screen towards the bottom. The objective is to avoid them for as long as possible. As time passes, more and more black balls will appear.

Orthographic Mode:

The goal is to get as many stars as possible. Each time a star is retreived, a black ball will appear that will either bounce from top to bottom, or from left to right. There will also be different items to help destroy the red balls including:

bomb - destroy any red balls within a radius of 100 pixels.

invincible - a period of 10 seconds where you destroy any redball you com in contact with.

Invisible - a period of 10 seconds where the red balls do not mae you lose.

Random Mode

The exact same as orthographic except the black balls can go in any direction, instead of just up-down and left-right. This is meant to be harder than orthographic mode because the obstacles are harder to predict.