Ball Runner

Description

Ball Runner is a casual game designed to challenge your decision making skills. The player must try to collect as many points as possible throughout the level and reach to the end. However, the player must watch out as the enemy already knows of your arrival and has instructed his men to guard certain positions and patrol hotspot routes. You must avoid them at all costs and reach to the end.

Features

Point System
There are a total of 12 points available for the user to collect. A player must come into contact with each point object. These are added throughout the game and shown once the game has ended. The max score for this level is 12 (which you wont get). However you must be cautious of enemies as they will remove points of you if they manage to get you. Meaning this game is not all about speed, but strategy. Slow and steady wins the race and this is exactly what this game is about.

Enemy
As the enemy already knows of your arrival, they have split up their forces for a better chance of finding you. Some enemies are guarding one area, others are positioned in the same spot, others are on patrols and others are grouped together in hope that their overwhelming numbers will be too much for you. Once an enemy has got a grasp of you, they will take one point away from you. You must try to avoid large groups of enemies, as their overwhelming numbers will stop you right in your tracks and you will not be able to move.

Music
This game has a nice background song playing to relax the player throughout the game.

Animations
This game has a couple animations added. Firsty the points have a particle effect added. Secondly the enemies are animated by their size.
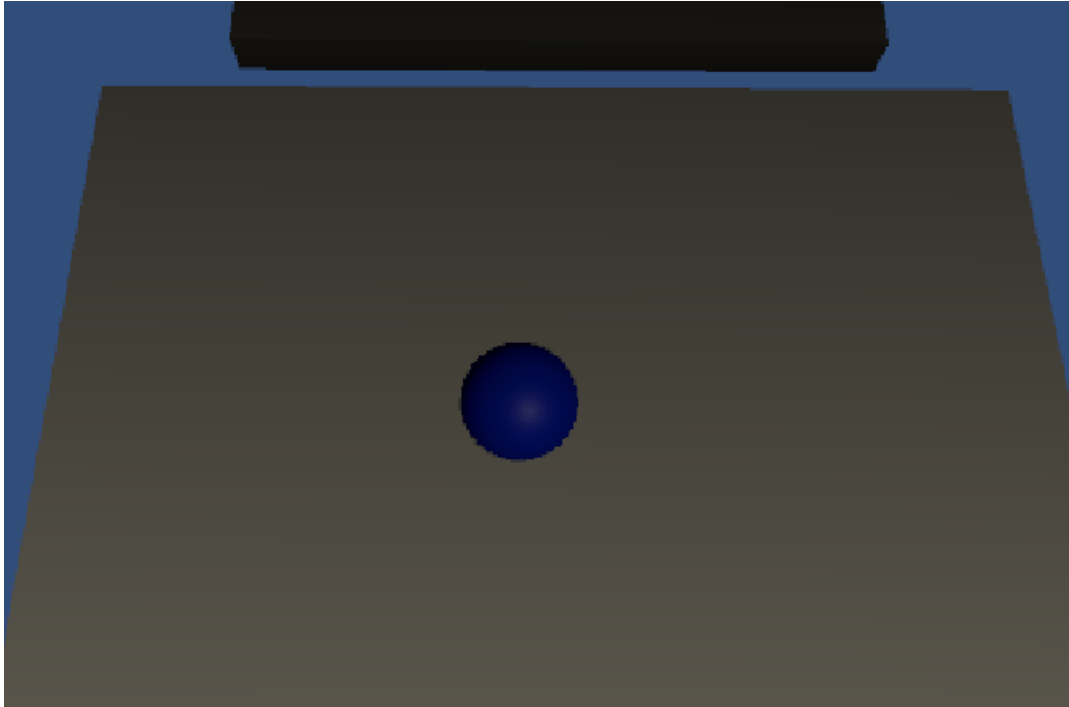
Theme
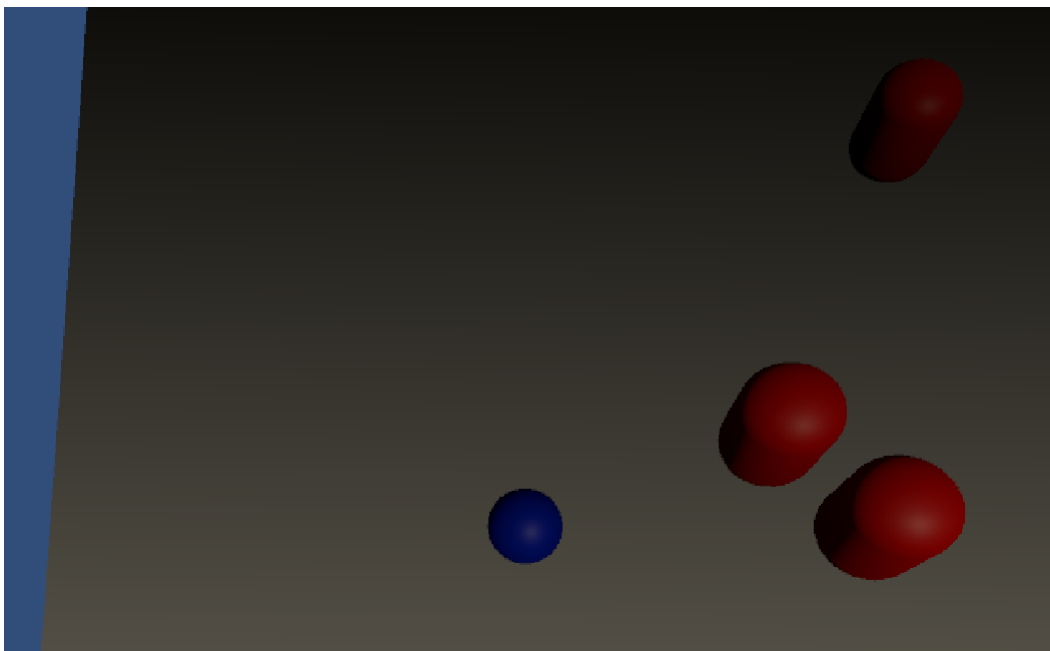In order to use the theme as Dredge, the game has a fog added and a dark lighting added.

Gameplay

Player:

The player is a ball hoping to collect as many points as possible throughout this level. The player has an advantage over the enemy and that is speed. The player must use speed in order to avoid the enemy. Which is easier when dealing with one enemy. But it may be difficult when dealing with a large number of enemies.

Enemy:

There are multiple enemies throughout the level, some are patrolling, stationary, grouped up etc. Once the enemy sees the player, they will try their best to chase you down and retrieve the points you have collected.
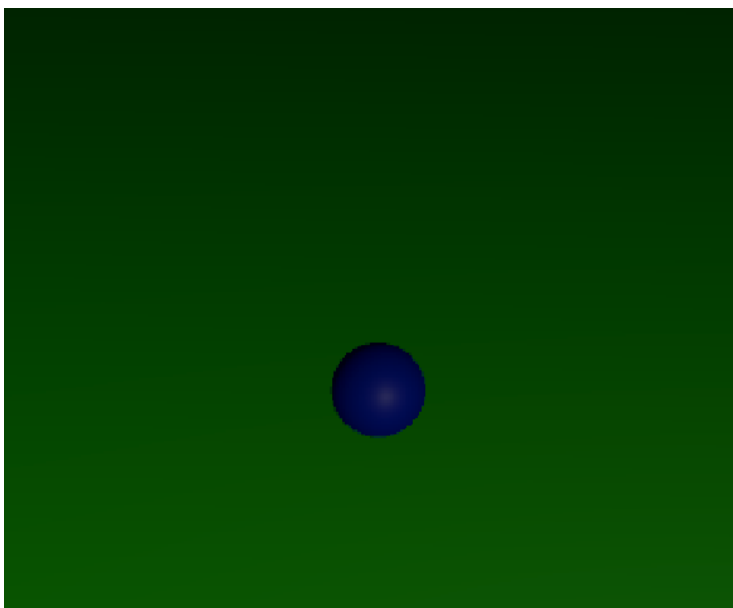
Points:
Points are distributed throughout the entire level. Each point grants +1 on the scoreboard. There are a total of 12 points on this level. The player may choose between 2 different routes. Right route is a shorter route with less enemies, but also with less points. Left route is a longer route which has more enemies and points. It is up to the player which route to take. The player may choose both routes, but this will be difficult as the player must travel back the entire map crossing the paths of all the enemies.

End Goal:
The end goal is located at the very end of the level. Once the player reaches this area the game is over. The player will not be able to travel back to collect more points.

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