

Car-ball

Car-ball is a soccer based game played with cars instead of humans. The game will be designed primarily for male audiences from 12-18 years old who typically play sports games. Its sporty nature and innovative use of cars will appeal to that age range. This game can appeal to other age ranges as well, as its colorful goals and playing field make it attractive for younger players of both genders, around the ages of 3-11. Car-ball is designed for the PC gaming platform.

This game is different from other competing games because of its simplicity. Unlike other soccer games like Fifa or Rocket League, the only controls in Car-ball are a lot more limited. This will be popular among the younger half of the audience because it is a step down from the intense games of today where a player must learn many different combinations of controls to execute certain moves. It would be like the shallow end of a swimming pool that is the world of gaming.

Key Features:

- 1 car controlled by player
- 2 colorful goals
- Flip forward jump
- AI cars going towards the ball

Gameplay

First minutes: the user plays the car in center field that starts with the ball, suspended in midair at first. The game begins with the ball falling to the ground.

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Gameflow: The user should drive his car towards the point where the ball will land so they can drive the car towards the goal. The other cars will be driving towards the ball, so the user needs to make sure that the ball gets into the goal that will cause the user's team to score. If the other team gets the ball into the goal, the other team will score. What makes the game fun is the fact that the other team is controlled entirely by AI, which makes their movements less predictable. It would also make it harder to score.

Victory Conditions: When one team scores three points, they win.

Number of Players: Each game only has one human player, but the number of cars in each team is a randomly generated number from 1-4.

This game can be built by Tuesday, September 29th, 2020. Future updates may include building a full stadium for the environment in which the game takes place. Multiplayer features may also be developed.