

# Analysis of Mechanics

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**Title:** Rocket league

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**Author:** Psyonix

**Primary Genre:** Sports

**Secondary Genre:** Multiplayer competitive

**Style:** Arcade, 3D cartoon

## Analysis

Rocket League has multiple modes most of them are multiplayer that's why I start with the single player modes. First mode is training and it's the most important mode for all advanced players. Goal of this mode is to learn or improve mechanics of the game like shot on goal, catch or pass a ball. Some mechanics are so complex that it takes hundreds of hours to learn them and therefore the best players of this game have 5 to 10 thousand hours. You can choose from preset maps or custom maps from the players.

Second single player mode is playing with AI bots instead of players where you join one of the teams and your goal is to make more goals than opponents in five minutes.

The whole game is about tactics and how you can implement these tactics with your team. Teamwork is the alpha omega of this game. The esports teams that are the best in the world have played together over 2 years in one team.

Multiplayer modes work all the same but have different rules. Classical and the most popular are Casual and Competitive modes 1v1, 2v2, 3v3 where is the same goal beats opponents in five minutes. Competitive has a ranking system of players based on how many wins and losses players have. Then there are different modes instead of soccer you are playing basketball, ice hockey etc. You can also create your own game with its own rules, mode and even with a custom map.

The arcade and 3D cartoon style of this game suits really well. Since it's game for children and it's continuation of SARPBC (Supersonic Acrobatic Rocket-Powered Battle-Cars) which has similar style. The cartoon style is attractive for children and is probably easier to render, so the game runs faster.