

Loose Cannon

CSC 4263 Video Game design
Project #1

Gameplay

It's bowling, but with cannon balls!

The player aims with WASD. The cannon is not precise, it is not well anchored to the ground and shifts every time you fire. The chassis joint is also springy.

The game teaches the player the basic through the first levels, with the first challenges each highlighting a new feature.

This first version is mostly a proof of concept, with only 4 levels. Thanks to the highly modular assets, one could easily build hundreds of levels, given more time.



Inspiration

Silly physics based games like Hand Simulator and Gary's Mod for the idea.
Wii sport Golf for the visual language.

Sources

All assets were made from scratch. (except sounds).