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Rocket League

CSC 470

In this Rocket League Clone, there are two enemy players against one user player. When the game begins the two AI cars begin to chase the soccer ball. The goal of the game is to score against your opponent. To do this you must aim the car such that when you hit the ball it will bounce into the opposing team's goal. The enemy cars will get in the way of you when you are trying to score because they are chasing the ball. To navigate the field you use the WASD keys. To steer the car you can use the A key to steer left, and the D key to steer right. The W key will move you in the forward direction, and the S key will move you backwards. Pressing the spacebar will also allow you to make a small jumping motion. By pressing spacebar and jumping with the car, this allows you to hit the ball at a different height, changing the direction the ball will move in. When the ball collides with the goal box the score counter in the top left will be increased depending on which goal the point was scored in. When a point is scored the positions of the player, the enemy cars, and the ball will all be reset. Along with this the boost capsules will also be replenished. There are four boost capsules on the playing field, collecting them will give the player a boost stack. While driving the player can press the E key to expend a boost stack resulting in a short-timed burst of increased speed. These boost capsules are only replenished when a goal is scored. Some known bugs are collision issues resulting in unwanted forces to make the player and the enemy cars fly into the air. Also, when the enemy cars chase the ball, they can get underneath it which results poorly in the algorithm and makes it difficult for the player to reclaim the ball.

