Gladiator Goal

A single player infinite runner game with a 2D 3rd Person View

Description

A soccer game based off of the Unit 4 game where a player is trying to guard a goal that has soccer balls flying at it. The gameplay will involve physical attacks and various moves to hit the balls away. The objective is to last as long as possible without allowing 3 balls into the goal. Balls will continue to fly towards the goal until the player has lost all 3 "lives". Additionally, there will be power ups/items to pick up which will augment the players ability to hit the balls away and guard the goal. Their score will be stored and displayed and the objective is to get the highest score possible.

Controls: Arrow Keys for movement left/right and SpaceBar for attack

Walkthrough:

Players will start the game in the goal and after a brief moment they will begin seeing balls flying at the goal. They will have 3 lives and lose a life every time they do not successfully block a ball from entering the goal. The player will be challenged with increasing difficulty in the form of number of balls, speed, and distance from one another as well as getting help with power ups. The game will eventually end at some point when the player loses their lives and the player will then log their score and have the option to start another round of the game.

Feature List:

1. Balls flying towards the goal - Balls took 5 minutes to create and about 5 minutes to script the Spawn Manager as well as 10 minutes to script the movement of the balls and to destroy them when they reached the end.

2. Player Controller to move player left and right - 5 minutes

3. Score increases each time you block a ball - The text component took about 5 minutes to make and then I ran into some issues with the scripting. It took about an hour to make the Collision detection script update the ui text each time.

4. Lose life when a ball goes in goal, Game ends when you lose all 3 lives - about 5 minutes for the text component and about 30 minutes to make the script which ended the game. It will take another couple hours of work on this to create a proper game ending.)

5. Start menu - I believe this will take several hours to make, I need to learn how to switch scenes in a game or find a work-around like moving the camera/instantiating and destroying objects)

6. Spacebar trigger for attack animation which hits balls away. - coding took 20 minutes for basic script, will need a couple hours more work to add the animation as well as the collision

7. Power Ups and Power Downs which change the speed of the player - about 25 minutes to make the different types of balls and another 10 minutes to add the scripts which change the player speed
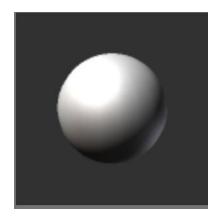
Similar games

Fruit Ninja: https://youtu.be/piFa0l6Ytpg?t=11 - This game is similar in that there is an endless gameplay element that focuses on getting the highest score possible. Additionally, the gameplay will be reminiscent of this game as you will be blocking a goal which will take a similar skill to slicing the fruits.

Goalie VR: https://youtu.be/pJT_D2LSfjQ?t=20 - This game is similar to Gladiator Goal in that you are literally a goalie, but the gameplay will differ because instead of using your movement you will be using set attacks to try to hit the balls away which will lead to something that doesn't feel as much like an actual simulation of being a goalie and more of a game based on that idea.

Art references:

Ball prefab from:
https://assetstore.unity.com/packages/2d/textures-materials/billiard-balls-6353#content

Gladiator Sprite and Animations from:
https://assetstore.unity.com/packages/2d/characters/egypt-gladiators-tileset-and-characters-w-animations-109622#content

Soccer Field Tiles and Goal Tiles from:https://www.kenney.nl/assets/sports-pack