

# **BattleBall**

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BattleBall is a top down 2D blended game of soccer and air hockey. Relying on fast movement, and a mounted turret, to move the ball into your opponent's goal the game is one of high competition. In battle ball the most important game mechanic is movement, the game's fast pace and hectic gameplay creates a feel of excitement and unpredictability. The ball also must be shot for it to move, making sure no one player has full control of it at one time, just a sense of influence of where it goes. Having the player move fast but requiring aim to move the ball adds a pull and push dynamic to the game, the drive to move fast but the necessity to be accurate with one's aim. We also are adding power ups into our game, which will give the player a choice to make while playing. The choice to go after the ball or veer off track and pick up a power up to help in the short term. Power ups also allow for a degree of luck to come into play, giving the possibility of comebacks, which can add another source of excitement. This joint influence the players have of the ball and the existence of power ups creates an atmosphere that very much encourages come back and big plays, which is where the fun primarily stems from. The weapons not being able to harm the other player creates a nice singular objective, not to destroy your opponent, but get the ball from point A to B. While giving the player almost full control of their movements without having to worry about being assaulted by their opponent.

BattleBall is firstly inspired by the ever popular rocket league, a 3d physics based game of soccer between two teams of rocket cars. Movement plays a very important role in Rocket league as well. With a 3-d space to move around in the player is given a

rocket booster to not only propel the player along the floor but also to allow them to fly. This is very difficult to do though, the movement being hard to master gives the player a skill restraint. Our game tried to implement this feature as well, not the rockets, but the self-imposed skill restriction. The fast movement makes maneuvering a task in of itself and adds to the hectic factor of the game. This blend of luck and skill in the game creates a fun atmosphere for both competitive and casual players. Where casual players may get lucky and make a really cool play, while competitive players can hone their skill and learn the fine points of the game. BattleBall also has another change to the movement, we allow the player full control of where they go, changing directions is as easy as moving the joystick. Since our arena is smaller this makes the tight turns easier to handle. In rocket league, the player has controls that mimic a car, being able to only move forward and turn. This restricts the player's movement but works as long as the player is not required to make quick turns. To further make this style of movement work in rocket league, the walls curve up, hitting a wall is more like hitting a ramp that sends you into the air. In BattleBall our walls act just like walls, stopping the players' movement since we play in a 2d field. This removes a game dynamic which requires us to make up for it by adding a more adaptable movement scheme. Our movement fits the tight arena that our players are placed into.

Super Mario Strikers is a soccer game that is cast in the Mario universe. Featuring a large cast of playable characters, Super Mario Strikers also has power ups, similar to BattleBall, however they are used for a variety of reasons, including offence. Having the ability to attack your opponent with power ups leads to a whole new spectrum of possibilities the player has. The player now has much more options, if they

have the right items/power ups their play style might become more offensive or defensive oriented. BattleBall has power ups and weapons that only influence the ball and play a defensive role. This takes away the drive to assault your opponent and focuses the game on defense and scoring the ball. Having a non-offensive power up system makes the game have a different feel, one player cannot overpower the other with the good fortune and snowball into a win. Instead the playing field is relatively balanced at all times, with no player having a big advantage for long. A sense of control is also gained in BattleBall, the player's movements and actions are never taken away from them like in Strikers. The opponent cannot force them to do actions, like they can in strikers by shooting a shell to make them lose the ball, or doing a power shot to make a goal. Although these things can really add an element of fun to a game, Strikers implements this well, it requires a very good balance system. If a power up is overpowered, it can win a game single handedly, on the flip side if it is too underpowered, and the player has no drive to go out of his way to get it. With our limited time frame and man power we decided to focus more on game mechanics instead of spending most of our time making tweaks that balance the game. Taking out offensive power ups makes balance irrelevant since no power up can force the player into a win situation alone.

The well-known Fifa series is also comparable to BattleBall. Fifa used a capture like system to move a soccer ball around the field. Once one player gets the ball he owns it until he passes, shoots, or it is stolen from him. This possession makes movement simple, once the player has the ball, it becomes similar to a child item of the player. In BattleBall the ball is always a separate entity from the players. No one ever

controls it, just influences it. This makes quick turn abounds possible, and as mentioned before a more hectic feel as the player can never be sure he knows where the ball is going. Since the ball is moved through shooting this hectic notion is extended, since both players can have influence on the ball at all points on the field. There is never a position that a player cannot have some influence on the ball. This is very different from the Fifa approach, which has the player move his controlled player over to the ball before claiming it under his control. He then has influence on it till the other player gets it, making for some binary game play. Either the ball is under control, or its not. In BattleBall the ball is always shared and the objective is somewhat in the player's hands. Pick up a power up, or go for more influence on the ball to make a goal.

BattleBall at its core is a simple game, which is why the game mechanics emplaced must be deliberate. The way the player interacts with the ball and the opposing player are huge factors that change how the game feels. Giving them too much influence in the small arena makes things seem too predictable, but having no influence can make the game seem out of control. The game is also a sports game, which is why the players are unable to harm one another, just use their weapons to move the ball around. The power ups in the game are used to influence only how one player plays, not to force your opponent into some action. These simple things create a fun complete game that has a unique feel from other games like it. Letting players feel they are in control while letting lady luck sometimes direct the game.