

BATTLE BALL

Made by Adam Psarouthakis and William Shellabarger

When our team started making this project we choose to do a game that would follow the formula of rocket league. Having a vehicular soccer matched seem to be the goal. We quickly realized that unless we wanted to fiddle with a lot of camera settings, that having a fixed camera and tighter move controls, would make our game not only different from its inspiration, but a little more arcade like in feel.

Our first goal was just to get a playable boring game up and running, something that was a good base to add more and more onto. This was finished in about 3 days and resembled moveable players, which were now pucks instead of cars, a score keeping system and main menu. With our base game done we now got to the part of expanding the concept, adding a boost power up and a turret that could shoot and move the ball. This is what our gold spike consisted of, and when we got our first real feedback from a play tester. We were told that the bullets from our turrets should be able to hit more than just the ball, and that adding 2 more players would be a good addition to make the game more strategic and fun. Shooting became our main focus, as at the time players could bump into one another, but not shoot each other. We thought the lack of combat would make the game more focused on scoring rather than hurting the other player, but once play tested by people it came off as inconsistent and boring. Now with 4 players and a base combat system the game seemed much more fleshed out, and friends seemed to have a better time when playing. The addition of mines that would explode when hit and music really put the game into an arcade like state that was something we are proud of.

Our final product is much more of an arcade game then we thought it would be, with zany music and turret combat the game became pretty hectic, in a good way. Adding four

players never really occurred to us until the class suggested it, and it turned out to be a great addition when paired with turret combat. Overall the game turned out well, and being able to build off the simple base game lead to a very Lego like development, where we were easily able to click in new parts of the game onto the base to test and see if they worked out.