

BALL

Genre
Action/puzler

Platforms
Xbox360, Wii, PC

Essence statement:

Spin, bounce and ricochet your way through minimalist surreal levels where your only objective is to shatter the parabola crystals, that once shattered, begin the creation of the universe. You are but the one, the white ball. Your enemy is your opposite, black ball.

Gameplay overview:

The player controls the white ball which bounces at a set distance from the nearest floor when at rest. The floor (down) may change depending on whether or not the attraction of a nearer wall, or ceiling, is stronger. The white ball also has the ability to increase its velocity towards its target surface by increasing the gravitational pull making the ball fall faster and bounce higher. The player can also control the spin of the ball, thus affecting the trajectory and the direction of the bounce. For example, spin the ball forward and it will travel forward after it bounces. The combination of spinning and increasing the balls bounce allows for mobility. Also for the ability to increase the speed and range of the ball so much that it can bounce very rapidly from ceiling to wall to floor in a blink. Combo multiplier points are given for speed and complexity of the level upon destruction of parabola crystals which yield set points. All parabola crystals in the level must be destroyed to advance to the next level.

The black ball that inhabits some levels is dangerous to the white ball. If the player touches the black ball with their white ball the result will be fusion and death of the players' ball. Also resulting will be the creation of a slow large grey ball that will impede the velocity of the player's ball as a floor would. As the player progresses the levels will become more difficult and parabola crystals will be harder to reach. There are also bonus levels where the player is pitted against a black ball in a very restricted area in competition for the most parabola crystals destroyed and combo multiplier points. If the level fills up with grey balls the result will be a failure and the player must try the level again.

Key features:

Minimalist Levels:

The levels in Ball consist of basic geometric shapes and flat, fully saturated colour. Levels can range from rooms and small cubist balls to massive planet sized interiors and full sized rugged planets.

Ball Physics:

Superb quality and attention is given to the physics of the ball. The velocity, trajectory and ricochet are calculated as if a scientific experiment on motion is happening. The

player's interaction with the physics is what makes this game fun and challenging, especially when the player's opposite ball is introduced into levels.

One VS. One Multiplayer:

Go head to head with another player trying to collect more parabola crystals than each other. Added into multiplayer mode is the player's ability to emit a short repelling vibration in the air surrounding their ball. This is for when the player's opponent is about to fuse with them and ricochets the opponent of the player's ball.