

WaveBall

FGJ 2017
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ANTON SIMOLA

WAVEBALL

- 2 player sports game
- Score goals by pushing the beach ball into goal using waves!
- Player with most goals wins when the timer runs out



TEAM FORMING

- We came to this event without a team
 - Wanted to make a small game together
 - Or join in with another team to make something great
- Sami Repo and his team were looking for coding help
- We merged two teams into one

BRAINSTORMING

- Multiplayer (Unity Networking was a must)
- 3D
- Unity
- Sand castle destruction
 - Idea was explored thoroughly
 - Was abandoned in the end
 - Scope
 - Technical challenges
- Wave surfing and dodging objects
- Beer-balancing
- Destroy monster with radio waves
- Hangover tremble-wave game

BRAINSTORMING

- Waveball
 - Was chosen over sand castle destruction
 - Clear and compact scope
 - Network multiplayer aspect
 - 3D possibility



TEAM COMPOSITION

- Alan Tribe - 3D Assets
- Tomi Ahola - Shaders and post processing
- Pessi Hirvonen 2D Assets
- Joonas Hasu - Programming (Object interactions, Animations, Network)
- Anton Simola - Programming (Game logic, rules)
- Sami Repo - Programming (Network + this and that)
- Ilmari Laakkonen - Project Manager, Audio, Programming

TECHNOLOGIES

- Unity
- Unity Collaborate
- Visual Studio
- Monodevelop
- Gimp
- Photoshop
- Blender
- Audacity

IMPLEMENTATION

- Friday
 - First 3D assets
 - Water shaders
 - Ball floating on water
 - Wave interaction 1st version
 - Main menu
- Saturday
 - Local version working (“single player”)
 - Scores, game loop
 - 2D assets
- Sunday
 - Networking
 - Final assets integrated

RESULTS

- Focus on networking and visuals
- Both goals were achieved
 - Networking consumed 3 developers' Saturday evening just to get it to working
 - -> Would have liked to get more done and test more networking features
 - Awesome graphics and simple gameplay

LEARNINGS / THOUGHTS

- Should consider multiplayer aspect right from the start
- Role division for programmers was a bit weird
- Unity Collaborate is not ready yet

FEEDBACK

- Extremely good organisation
- No technical issues
- Free stuff
- Would recommend this event to others!