

Ball Defense

Project proposal

Table of contents

- 1.The team
- 2.Ball Defense - about the game
- 3.Summary

1. The Team

- Rasmus Halsas: Code and design
- Teemu Hokkanen: Music and sound effects
- Niklas Nygren: Graphics and artwork
- Arttu Urpalainen: Graphics and sound effects

2. Ball Defense - brainstorming

- We had two ideas
- An old board game where you moved metal ball through a labyrinth
- A game where you destroy things, such as Hotline Miami
- We decided to combine these ideas...

2. Ball Defense - the idea

- ...to a game called Ball Defense!
- It's a game where you hide in a cottage, while zombies try to close in and eat your brains
- Your only means to defend yourself is your remote control and a big blue ball
- You know what to do!
- Time to crush some zombies

2. Ball Defense - Game contents

- 3 levels, different end boss on every level
- 6 different enemy models
- Easy game control
- Movement and death animations
- Original score
- Authentic sound effects

2. Ball Defense - Technical aspects

- Coding done with Microsoft Visual Studio
- Game mechanics made with Javascript
 - Using ImpactJS framework
- Also C# and Xna was used
- Music and sound effects with Audacity & Hydrogen
- Graphics and artwork with Gimp

2. Ball Defense - The target audience

- Young adults, who might be interested about
 - zombies
 - a bit brutal graphics & sounds
 - epic boss fights
 - a “retro” feel to the game
 - game that doesn’t take itself too seriously

2. Ball Defense - Market Plan

- We bring it to market with Windows 8 Store
- Marketing will be done with Social media (Twitter, Facebook ect.)
- There is also some ideas for advertising the game on other apps that are already in the store

2. Ball Defense - Monetization

- The game is planned to be free and accessible
- We could have in-app purchases, such as: different skins, sounds effects or similar optional additions
- Advertising could be disruptive

3. Summary

- We ended up with a game that is a love-child of zombie and puzzle -games.
- The game itself can be gradually and easily expanded.
- We have the basis for the game ready, now we only have our imagination as a limit.