

Bumper Ball Battle

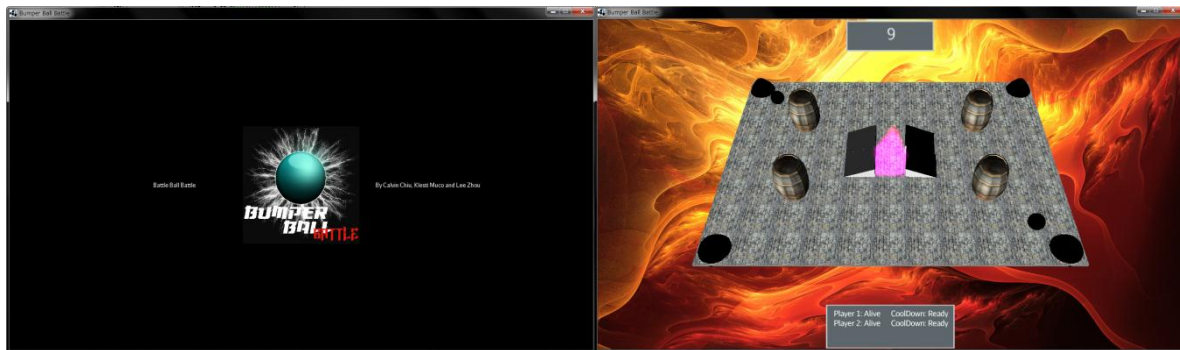
ECE Capstone Design Project 2013

Calvin C Chiu

Klesti Muco

Lee Zhou

Advisor: Professor Manish Parashar



The nature of this game can be compared to that of a bumper car ride. The true inspiration for it, however, came from the Bumper Balls mini game in the original Mario Party. Using this same idea but expanding the board, adding extra players and powerups, as well as a plethora of other features, we had the idea of making it a standalone PC game. Our game, named Bumper Ball Battle, offers an intense and competitive experience to you and your friends. Players select a ball from a variety of choices, each containing different attributes and abilities. They are then launched into a battle with their friends or possibly other online competitors in a last man standing deathmatch. Players will see themselves fighting in different maps with random terrain throughout. They will be met with obstacles and special effect buffs that will either hurt or help the player along to victory. The goal of the game is to use all of the tools available to you, especially your abilities, to outwit and outmatch your opponent by taking advantage of his weaknesses, and using the elements of the map to your advantage.