

**Milky**  
ENTERTAINMENT

presents



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## High Concept

### Spinball

#### Spin it!

#### Genre:

- Action/Sport
- Flash Game

#### X-Statement:

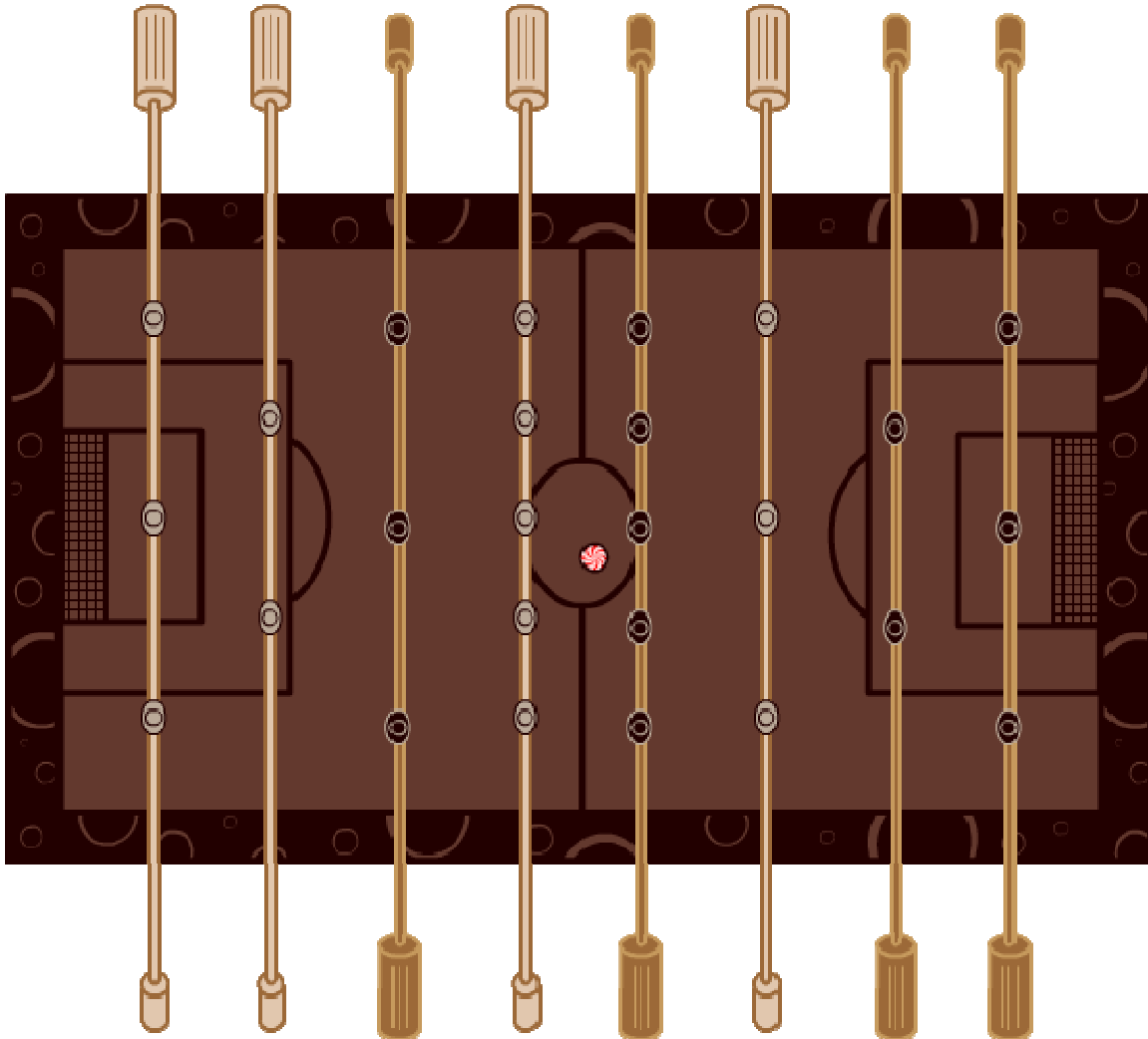
- Spin it!

*Spinball* is a two player's foosball Flash Game with a chocolate flavor. Innovative with its gameplay and controls, *Spinball* is a delicious experience for your senses. Share your keyboard with your friend and spin it!



## Camera

We went for a simple top view of the *Foosball* field.



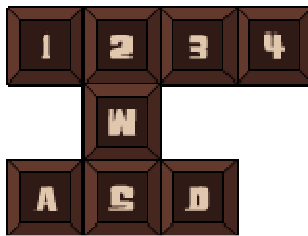


## Controls

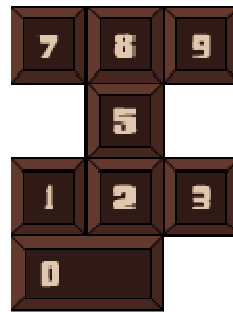
Spinball is innovative mainly because of its controls:

- Light Player
  - 1/2/3/4 keys to select a row of players
  - W/S keys to move the selected rows of players
  - A/D keys to spin the rows of players clockwise or counter clockwise
- Dark Player
  - 0/7/8/9 keys to select a row of players
  - 5/2 keys to move the selected rows of players
  - 1/3 keys to spin the rows of players clockwise or counter clockwise

Light Player



Dark Player





## Post Mortem

### Audio Challenges:

By Dennis Chin

The audio for the game, both sound effects and music, were the last component of the game that we have not implemented. In fact, we nearly forgot about it the whole time, and didn't work on it until the last minute, where I was assigned to the task.

So, in a week before the game was due, I went through the audio library of various sound effects and musical loops the school had available. Luckily, I found some great sounds that I feel that resemble actual Foosball sound effects, such as the when the paddle hits the ball. The original sound effect is actually a wood hitting sound. I managed to find some cool bubble sounds for our main interface, which are bubble buttons, to fit our Milky Entertainment theme. I also really like the goal whistle effect, which is played after the player scores a goal.

As for the musical loop, I honestly didn't know what to make, because our group didn't really think about what type of musical track would work, so I made a 1 minute Jazz type track. I made it that way, because I thought about the theme of the game, and I felt that a fun, soft, mellow track would suit during game play.

Overall, I am quite happy and feel a little lucky that I managed to get the sounds I wanted, but I think what would've made the whole audio making process better, is if it was noticed and prioritized during the planning phase of design; that way I would've had more time to go through the sound effects more, and even find more sounds for the ball rolling or the ball hitting the sides of the arena. I also felt that more group discussions on sound would've given me a better idea on what to look for and make.



## Post Mortem (Continue)

### Technical Challenges:

By Michael Chung

The challenges that we face technically includes: scoping down the project, unable to make the nested movie clip inside another movie clip to reference properly relative to the scene, figuring out when and where to apply the collision to make the game physics work, and putting the game together.

Initially, our team has planned a project with a much greater scope than what we have completed right now; but at one point, we realized that we wouldn't be able to finish everything that we have planned for at the very beginning of the development process, so there lays the problem of scoping the project down. Fortunately, we have done a good job of breaking down the project and prioritizing the components; thus, even when we are force to scale down due to the time constraint, we are still able to come up with a fun and playable game as the core mechanic is done.

Secondly, our group has encountered the problem of not being able to make a nested movie clip inside another movie clip to reference properly relative to the scene, rather than the movie clip it is nested in. It has taken us quite an amount of time and energy on the task, but to no avail, until we found a way to go around the problem and achieve the same effect. Nonetheless, this brought up an interesting question on where to draw the line between going around problem and keep sticking with it. If it was a real industry project, it probably would have been wise to know when to stop when there is other deliverables that has to be made with in a deadline, while as a student project, our objective is to learn and we would be more incline to take a problem head on and stick with it until it is solved.

Moreover, figuring out how to make the collision works correctly is another great challenge we were facing in developing the game. It was hard to see all the underlying mechanics that were necessary to make the physics looked smooth because physics was something that seemed to act as a whole in the real world; therefore, when it came the time to build the physics piece by piece with the action script, it was hard not to overlook all the little pieces that made it up, especially that our group was still quite inexperienced when it came to visualizing physics in terms of formulas and codes. Nonetheless, our group did the right thing in prototyping the physics early in our development, and just keep testing and working on it until it has reached the level that we were satisfied with.

Finally, after all the prototyping and testing, it came the time to put all the code together into the game. However, the code that was written wasn't commented clearly enough, so it happened that the one who wrote the code become the only one who could understand the code enough to put all the code together into the game. Albeit this is a relatively small project that one person was enough to assemble the game, so it was not



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that big of a problem; nevertheless, it has the potential to be something serious when the project is big and collaboration is required, then commenting would be of utmost importance for everyone to have a good understanding of the code.

In response to the challenges we face, our technical post mortem would be: break down the project early and prioritize them, prototype as early as possible, know when to stop and think of an alternative solution, and be more organized when it comes to commenting the codes.



## Post Mortem (Continue)

### Art / Management Challenges:

By Mélanie Généreux

The *Spinball* Project was quite easy to visually create. We basically got inspired by the classic *Foosball* game and the classic *Pinball* game. Unfortunately, we had to scope down the project and cut the *Pinball* part of it, no more bumpers, super balls or power ups. Visually, the game is quite simple and no animations are included which would probably be better for the player immersion.

On the management side of this project, we thought it would be easier and faster to create our original idea and we didn't realize how busy we would be in this term. Fortunately, it was easy and crystal clear that the most important mechanics of *Spinball* was the *Foosball* part and the innovative controls system. We automatically cut the *Pinball* flavor, scaling down the project to a more realistic and achievable game.

In the future, being more organized would help a lot. A small schedule or some sort of more structured plan would have helped to better manage our work and time.

We also realize one week before the release of the game that we needed sound effects and a musical theme.

Once again, planning, schedule, realism and breaking down each tasks as clearly as possible with reasonable dead lines.



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## Status

*Spinball* is available now! Contact us to get your copy or stay tuned to our website and download it for free!

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