



bollpoll

GAME DESIGN DOCUMENT

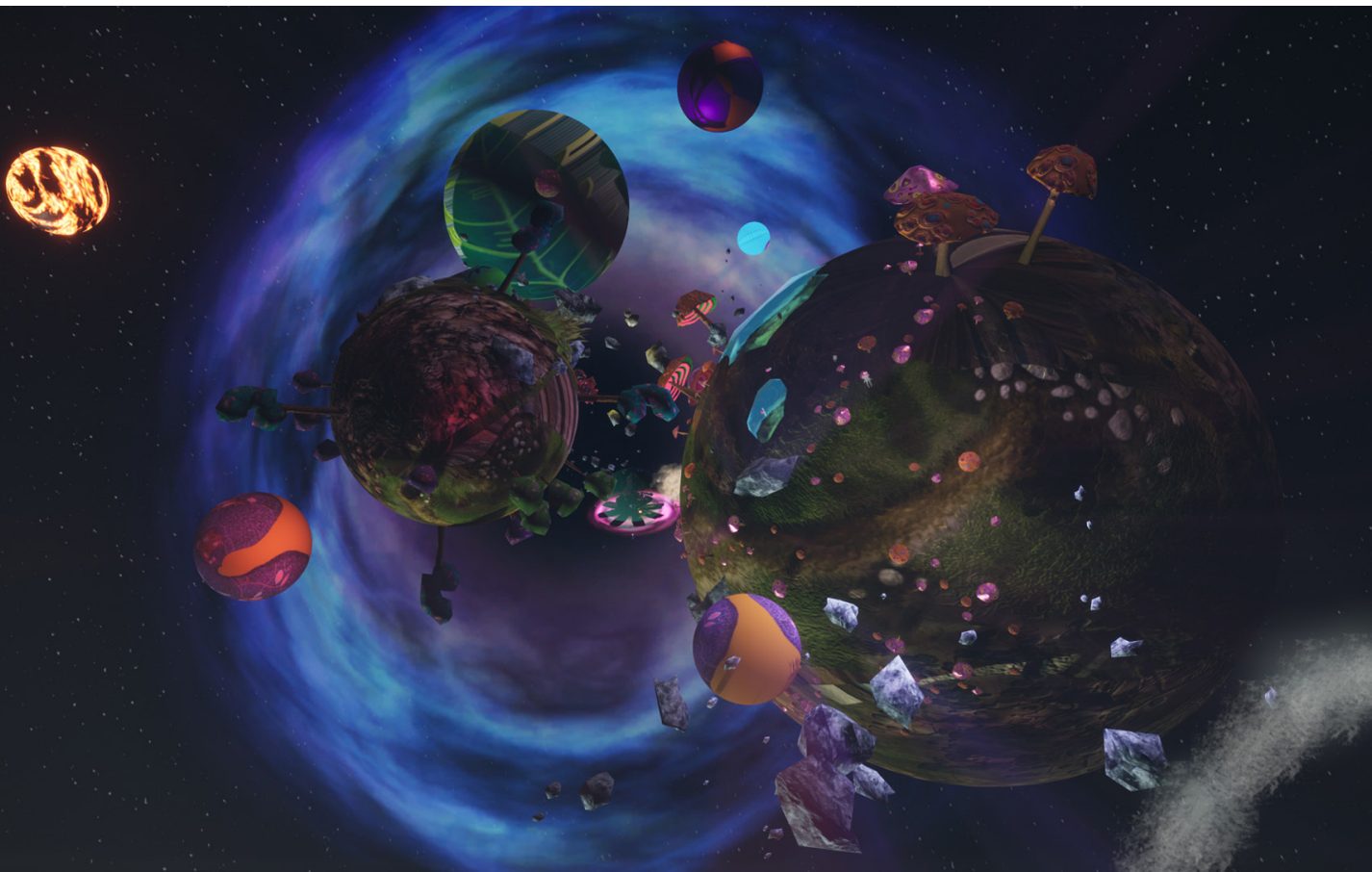
**DESIGN BY: Rajko Radosavljević // GAME PLATFORM: PC personal computer
TARGET AGE: 7 - 77 // ESRB RATING: Everyone (E) // SHIP DATE: Winter 2023**

GAME STORY

baLLroLL is a game about a particle (Ball) that is looking for its synergy, more precisely a group of other particles that keep the cosmos in balance. Due to the strong vibrational wave that shook the cosmos, it was torn from its root and flew away in an unknown direction. The synergy of the particles is disturbed, so the protagonist-particle-ball must collect them and re-form the balance of the cosmos. The solar systems and planets within that cosmos have disintegrated so that the path of the protagonist is permeated with fragmented remains of planets and other phenomena in the cosmos.

Due to the strong explosion, the black holes spread and scattered through space. Unfortunately, they swallow all the matter in front of them. By rescuing his friends-particles, the ball learns about the potential location of other particles. Also, the ball as the main protagonist can decide in which order he will save his friends. The last level is the confrontation with the growing black holes, which have been growing since the very beginning of the vibrational shock of the universe.

The first part of the universe that the particle explores is similar to the solar system and the planet earth, so fragmented islands with flora and fauna will look similar to the planet earth. The other world that the Ball is exploring is a new solar system in which the planet is without flora with amoeboid beings roaming around. The third world is again a new solar system in which the light changes quickly due to the apocalypse that happened and the inhabitants of this planet are a kind of insects. And so on depending on the imagination... The final level is an abstract phenomenon of the world that puts the player in front of the ultimate challenge in reflexes, patience and resourcefulness.



GAME PLAY

Fragmented levels are platforms on which the Ball (particle) moves. The player does not control the ball but the platforms on which the ball is. Due to the simulation of physics, the ball will move on the platform operated by the player.

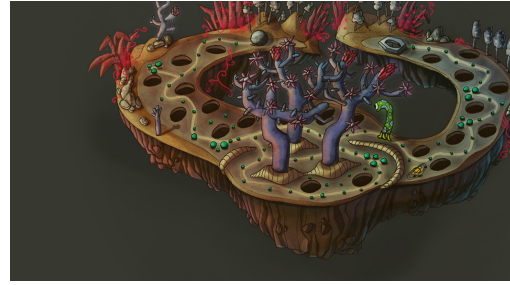
The player will have to have good reflexes and a sense of spaciousness because objects sometimes obscure the player's view, due to the fixed camera which is the design decision of the game-play. The camera is fixed precisely because of this type of gameplay, which slightly violates the established rule of transparent geometries for the sake of visibility.

In order for the ball to move to another platform, it is necessary to pick up the "key" that will open the passage to the other platform. At the end of each level is a portal that takes the ball to the next world-level. Between the levels there is an eria-3dmap where one of the desired destinations / levels can be selected.

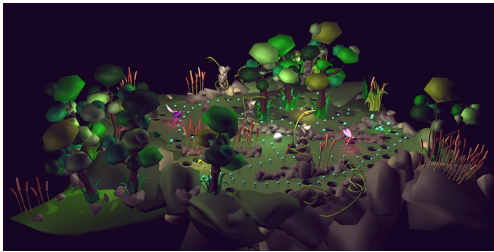
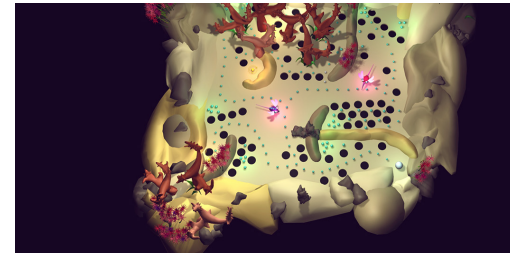
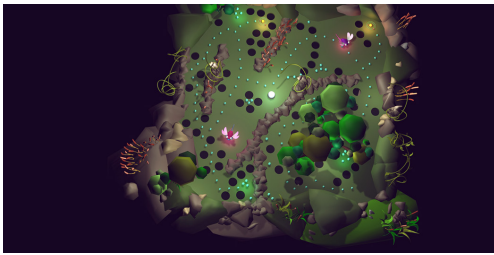
At the final level, it is necessary to place each particle in its place in order to return to synergy and balance the universe. The level currently has 7 as synonymous with 7 lost particles and the main protagonist as the eighth particle.



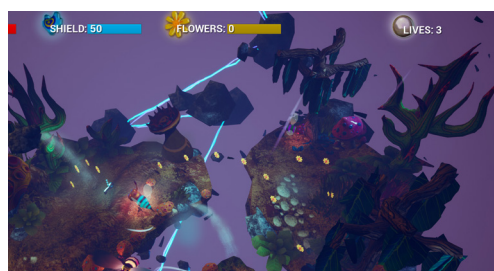
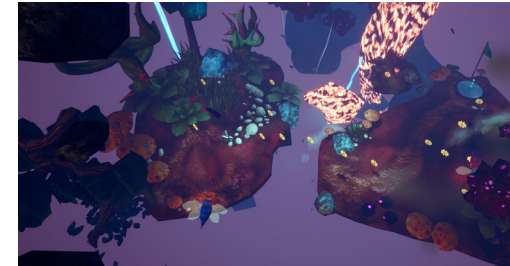
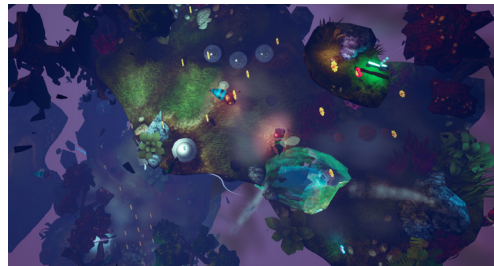
2D ILLUSTRATED SKETCHES



D MODELED SKETCHES



3D RENDERED IMAGES



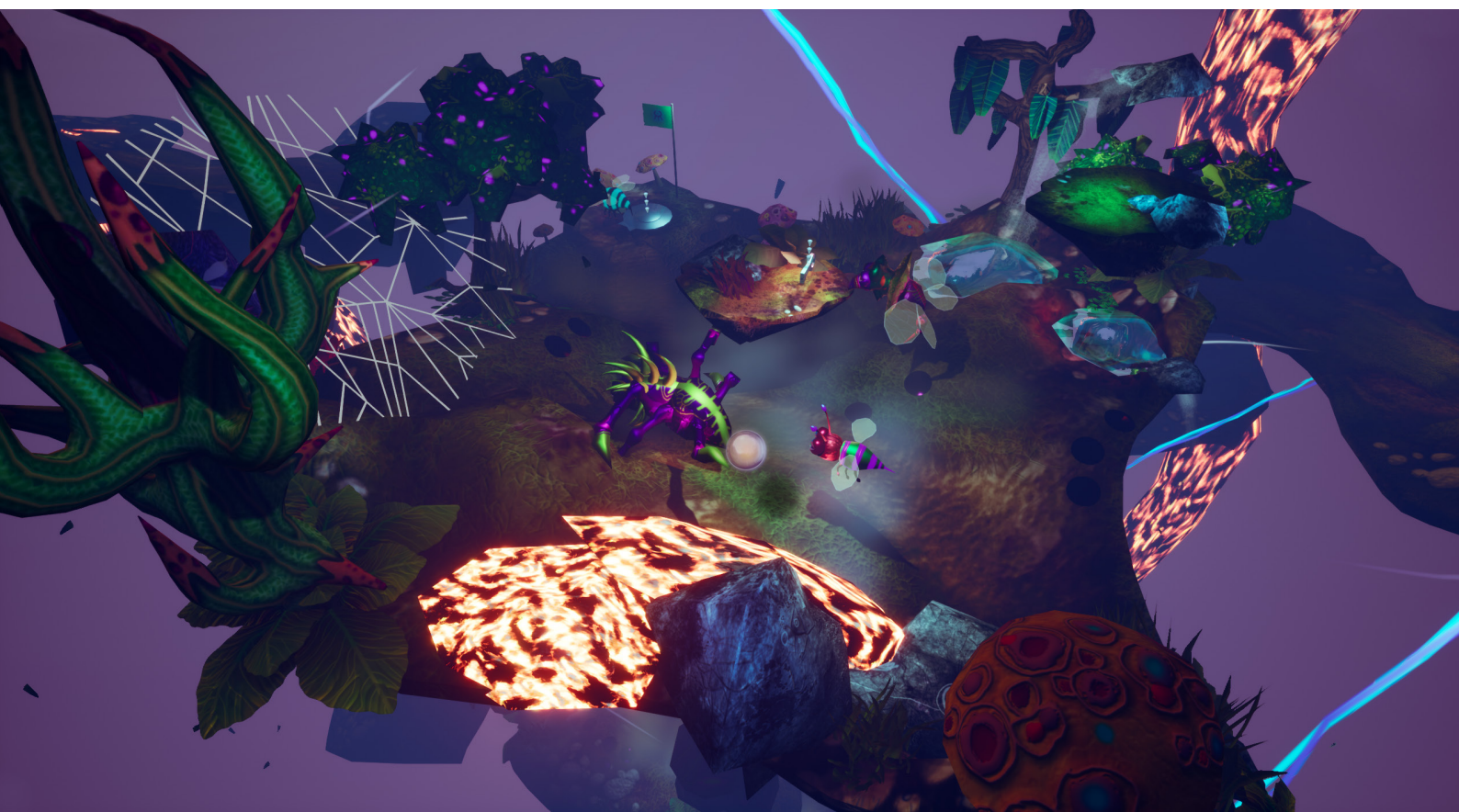
GAME FLOW

HOW THE PLAYER GROWS AS THE CHALLENGES INCREASES?

The player progresses in the game by starting with basic controls, balance, movement and jumping the ball. The first platform, that is, the level, is the so-called Tutorial in which the player gets acquainted with the basic principles of ball management. The ball must not fall from the platform into an unknown, cosmic abyss or nothingness of space. Levels progressively introduce enemies, however the main difficulty is on the topology of the terrain / platform / level that the ball passes in search of its mates. At the beginning of the gameplay, the player avoids obstacles and dangers that can injure or kill him. Obstacles and dangers can be holes, spikes, lava, electricity, acid, black holes... Also, collect bonus coins for new life, which are in abundance (1UP for every 25 coins). In the middle of the overall gameplay, hidden levels are introduced that give the player the opportunity to collect more points for life. Enemies appear from the third level of the first world. Enemies have their own paths to follow or live in the place, as some kind of obstacle. In the later levels near the end of the gameplay flow, the enemies become raiders chasing the ball / protagonist. From the beginning of the game to the end, the anomaly increases through space. More precisely, the so-called black holes are becoming more and more frequent, so that the player is constantly in some kind of action, even though he has improved in the skill of leading the ball. The closer to the end of one world or the entire game, the player will not get to the point where he is bored with the game.

HOW DOES THIS RELATE TO THE STORY?

Game Flow is connected to the story on the principle of increasingly difficult path towards the goal, that is, saving the other 7 particles. The increasingly difficult circumvention of dangers and enemies is conditioned by the spread of an anomaly that threatens to completely destroy the cosmos. The cosmos as a phenomenon can be saved by the re-synergy of 7 particles, which kept the cosmos in balance in the initial place.



PLAYER CHARACTER:

WHO IS CONTROLLED BY THE PLAYER IN GAME?

The player follows the protagonist Particle (ball) in his story. The player does not control the protagonist (ball) but controls the platform on which the protagonist moves. Movement is conditioned by the laws of physics.

WHAT IS HIS / HER STORY?

Her story is that due to an anomaly in the center of the universe, a group of eight particles (balls) is fragmented and the player follows one of those particles who is looking for his 7 friends (particles).

WHAT CAN THEY DO THAT IS UNIQUE ABOUT THIS GAME?

The particle ball may bounce due to the sudden movement of the platform. It also can Jump and it can change size to be smaller in order to get thru obstacles.

CAN A PLAYER DO SEVERAL TYPES OF ACTIVITIES? (DRIVING, FLYING, SHOOTING, ETC.)

The player just rolls a ball that can bounce due to a sudden movement of the platform.

DOES THE PLAYER EVER CHANGE THE CHARACTERS IN THE GAME?

Maybe, only on the last level, where all eight particles can be guided simultaneously so that they can return to their synergy of existence as keepers of balance of universe.

WHAT IS THE DIFFERENCE IN THE GAME?

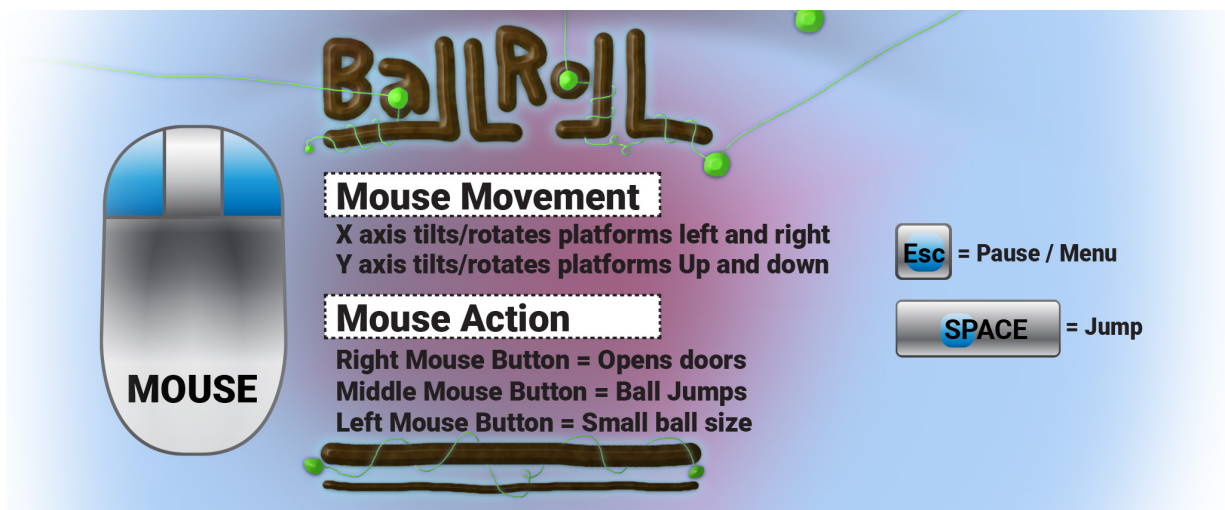
The difference in the game compared to other games of a similar genre is that the ball can go horizontally and vertically. More precisely, to roll on the platforms and jump on the platforms. To avoid obstacles and enemies as well as to find hidden chambers and levels by shrinking.



PLAYER CONTROLS:

NAVIGATION AND COMANDS:

- Navigate by controlling the movement angles with the mouse. X and Y axis
- Pressing the left mouse button reduces the size of a ball.
- Ball is jumping by pressing the middle mouse button or spacebar.
- Unlocking the door by pressing the right mouse button. (after you have found the key)



MAIN GAMEPLAY CONCEPTS:

GAME CONCEPT:

A mix of arcade games, mazes and platforms.

GENRE:

Platforming, Arcade, Physic based games, Labyrinth.

HOW WAS THE GAME SEQUENCE INTERRUPTED? (LEVELS? ROUNDS? STORY CHAPTERS?)

The levels have several platforms that are locked with some kind of floor door. To get through the floor door, you need to find the key that unlocks it. The key to hidden chambers sometimes looks like an artifact of foreign origin, which unlocks hidden, bonus levels or parts of levels.

The levels become more difficult as the player progresses, so the sequenced weight is set in relation to the world in which he plays. The first world is more or less inspired by the planet earth, while the other worlds exude imagination and abstraction. Worlds and levels are related to the concept of space, universe, planets, black holes ... After the end of the first world, the player is presented with a mini map of space with worlds that he can explore and find his friends.

MINIGAMES:

In "Story Mode", the game does not have mini-games. But in the competition part, it has a handful of games that we can classify as mini-games. Race to the finish line, collect as many coins as possible for a given time interval, color the given fields and reach the finish line, take the artifact from location A and take it to location B ...

UNIQUE SELLING POINT (USP):

- Navigation through physics never seen before!
- Developing reflexes, patience and speed of reaction!
- 7 Worlds with 7 Levels with 7 platforms!
- 7 Unique Enemies!

PLATFORM SPECIFIC FEATURES:

PC FEATURES:

Playing with the mouse in the direction of the X and Y axes. A gyroscope via tablet or other controller can also be used.

MIN REQUIREMENTS:

- ACPI x64 / based PC
- Intel Core i5 2500K 3.30GHz
- nVidia GeForce 970 GTX
- RAM 16.0 GB
- HDD or SDD Space Occupation = 1GB
- DELL U2312HM
- Keyboard and Mouse
- Windows 8

Here is a picture of one of the levels in the game as a display of graphics seen on the min requirements:



GAME WORLD:

The game is played in the fragmented remnants of worlds within the cosmos, which have disintegrated due to the onset of the anomaly. Every world is inspired by planets in the solar system, black holes, constellations. Worlds that are environments that the player will visit with short descriptions:

- **The first world** was inspired by the planet Earth, where the player is introduced to the world of the game by observing recognizable forms of flora and fauna. The recognizable similarity of plants, insects, and animals will contribute to an interesting journey through other levels - the planets of space.

- **The second world** is inspired by Mars, with some indications of life in the sense of prickly roots and winds blowing in an unwanted direction, more precisely, mostly towards an obstacle or abyss. This world is inhabited by amoeboid creatures that manifest in unexpected places.

- **The third world** is a new solar system in which light is changing rapidly due to the apocalypse that has occurred, and the inhabitants of this planet are a kind of insects that glow in the dark. The third world is struggling to survive with the anomaly, and the play of light and darkness symbolizes that struggle. Where it is dark and light does not reach, the plants are dry and some have adapted to life in the dark. There are life forms in the parts where light spreads.

- **The fourth world** is a world that has glowing fragments and is inhabited by hot lava and worms that are resistant to high temperatures. In addition to lava, there are stalagmites and some types of crystals that are very sharp. Fireballs circling around are an additional temptation when looking for a passage through the narrow paths between the lava troughs.

- **The fifth world** is a world in which an electric charge occurs due to the decay of the planet. This planet is inhabited by obstacles due to the fragmentation of the soil and the current that is created by attracting and repelling these pieces. Electric eels and snails are common because they are in constant search of the remaining rare leaves, that is, food. Some parts seem fried while others seem normal.

- **The sixth world** is a world in which some kind of cosmic acid spills. The acid that clung to this planet left its mark on her life. Poisonous spiders and worms roam in search of any form of food. Dense clouds of acid are common and can affect visibility. There are geysers and acid waterfalls, but they are rare, the bigger obstacle is the constant drops of acid that fall from above.

- **The seventh world** is in deep space where everything is already fragmented and seems calm, except that the dark matter of the anomaly spreads in most environments. The life forms that live here are totally under control or under the influence of an anomaly. In this world there are abstract phenomena of fragments of readable universes. Moving in this abstract world is a real challenge because in addition to abstract constellation appearances, it also has hidden bonus levels.

The ultimate effort of the player is to position each particle to where it will establish balance in space. So, to the place where they were erupted. That place is a giant flower with eight petals and this is the last level in the game after which the establishment of balance and harmony in space is shown.

CONNECTION WITH THE STORY:

Every world is tied to a story in the sense that it talks about the place where the "captured" particle is. The first world is of earth origin and there the player can find the first particle and release it. Then the player finds out in which direction the other particles flew. The remaining six particles are scattered in space and the player can follow a progressively linear path towards the release of all particles. In that case, it goes closer to the anomaly towards the depth of the universe. If he chooses his path, in that case a different kind of story is created where the anomaly manifests itself

sometimes more, sometimes less, depending on the choice of the world. Such an arrangement creates a relationship of struggle between the manifestation of the anomaly and the released particles. Let's say a player opens the first and second world then chooses the fifth. In that case, the anomaly spread and spread to the next world that the player is playing. The player cannot choose the last world 7 because it is the unfolding of the end and the introduction to the final level of the distribution of particles in its original balanced position.

ATMOSPHERE IN THE WORLDS:

- **The first world** is a kind of twilight with a purple and pink sky. The colors of grass and plants look natural and are warm shades. The sound of the wind spreads across the platforms and becomes louder when the player is close to the edge of the platform. The evening mist gives on to mysticism even though the first world is in question.

- **The second world** is shown as Mars, so it has winds that can be heard. The gloomy lack of plants and life is enriched by a warm palette of yellow, orange and brown tones. The clouds of the desert in which the roots are located give an atmosphere that invites research like an archaeologist or a planetologist. Unexpected forms are of cool shades in relation to the warm environment, similar to the roots that have their bright yellow thorns in relation to the root itself, which is dark brown.

- **The third world** is full of horror in the sense of total darkness and sporadic appearances of light oases. Creatures that have adapted to life in the dark can upset the player by emitting light. Let's say he thinks he saw Shield Power Up and when he gets closer he realizes he's a creature that's not friendly. Parts with moving light plants give the impression of a struggle between darkness and light.

- **The fourth world** has a lot of clouds of smoke in some eras, which contribute to the atmosphere of warm vapors of lava. The turquoise-green sky in contrast with the dark brown rocks and bright red and orange tones gives the impression of staying on an inaccessible planet. Lava radiation is bright and spreads in all directions, more precisely it has a "glow effect".

- **The fifth world** does not have a pronounced aerial perspective because lightning is everywhere and is visible at greater distances. The sound of thunder shooting contributes to this atmosphere as well as the nearby clouds. Gloomy sky with gray clouds where it rains in some parts. A storm is heard at the edges of the platforms, unlike in the first and second worlds. Many fragments of the planet move and fly due to the storm.

- **The sixth world** is the world in which the day is and everything is peaceful, but that peace is disturbed by the sound of acid that spreads all around. Bright green, lime green and yellow warn that you should not joke with acid. The tormented grayish soil maintains purple plant species as a contrast to the peace that is, the scorching heat of the planet. The reddish-orange sky completes the impression of a threatening but calm planet.

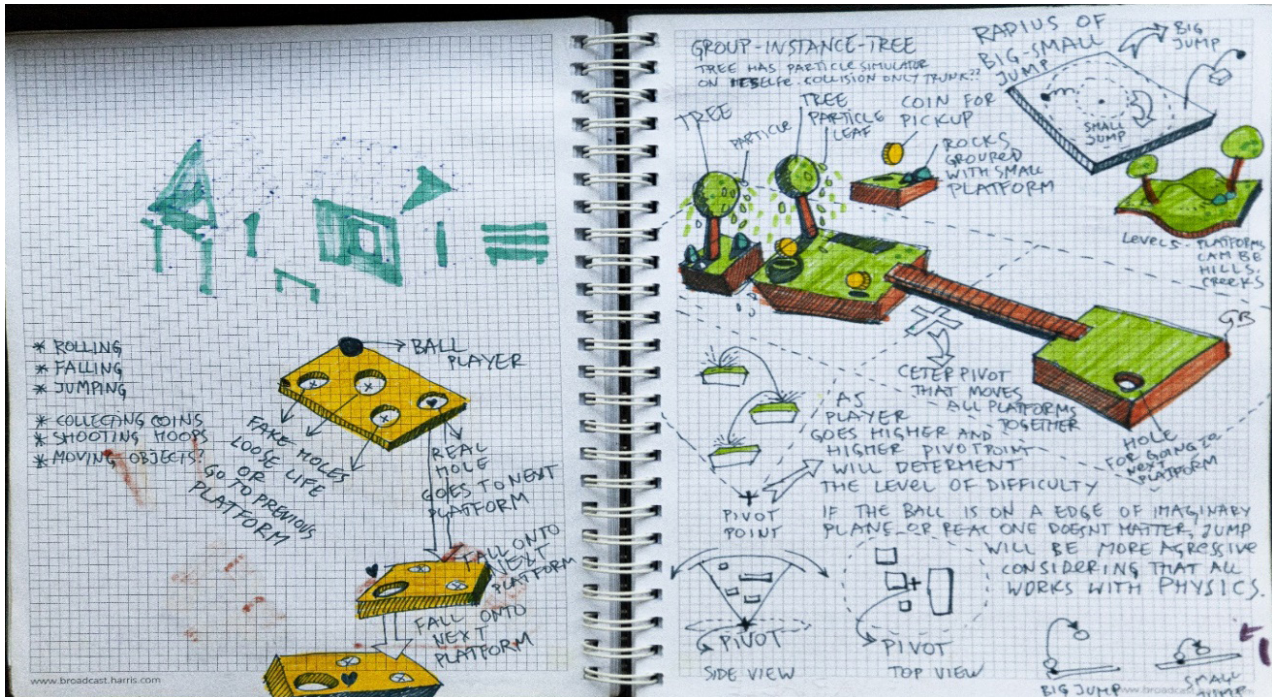
- **The seventh world** is surrounded by starry skies and constellations. The presence of black holes and other solar systems is accompanied by an imperceptible soundtrack of abstract disharmonious harmonic sounds. When the player is near the edges of the platform, the noise of space is heard. Fragments of planets and glowing balls float around. Some of the glowing balls are flashing.

The final establishment of balance takes place on the flower and yellow smoke with sparks symbolizes good mood and success. The pollen that spreads on the platforms gives the atmosphere as sweet as honey. The natural greenish shades of plants and leaves, as well as the colorful flower petals themselves, in which the synergy of particles takes place, contribute to the impression of delight. The bright natural blue sky with white clouds reflects the balance that will be established in the universe.

CONNECTION OF WORLDS:

The worlds are shown to the player in the form of a mini 3D map on which the player can go linearly or choose their path between the second and seventh worlds. This means that they are presented in the style of HUB. After completing a certain world, it will change color and display the completion of the level in the form of a scaling animation or some simple solution like this. A similar type of letter animation will also be displayed. In this way, incomplete and completed worlds and levels are connected and shown.

A simple flow chart of how a player will move around the world.



INTERFACE

SHELL OF A GAME / CHOOSING LEVELS AND MENUS:

The first Main Menu window starts by starting the .exe file itself. From there, the player can choose to start playing, enter the options menu or exit the game / program completely. After selecting Options, the player is offered graphics and audio settings, as well as in-game rules and a gallery with enemies. In the gallery will be added Meshes of enemies and environments as well as their sketches in relation to which level is completed by the player. After selecting Start Game, the player can choose the weight (easy, normal, hard). The intro sequence will introduce the player to the story he needs to bring to a successful conclusion by completing 7 worlds. After each world, a 3d map of the universe and the possibility of choosing the world between the 2nd and 7th world will appear. During the game, there is also a Pause menu in which the player is offered the options to adjust the audio and video as well as exit to the Main Menu or return to the game itself (Unpause).

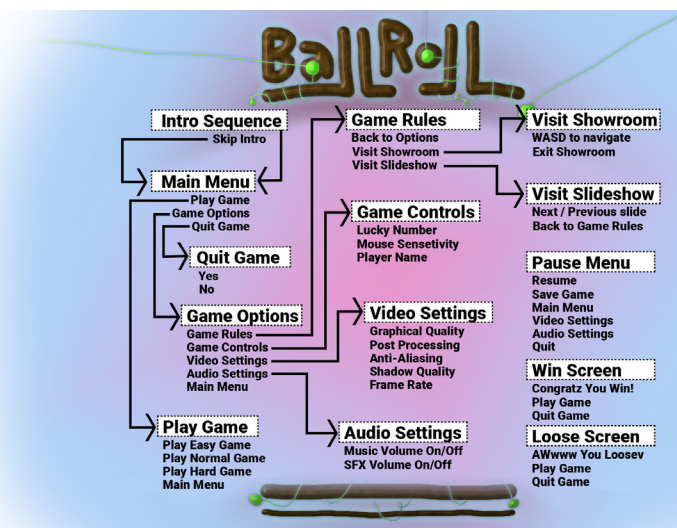
INTERFACE SCREEN MOOD:

The mood inside the interface screen is subordinated to the environment. So, the screens are simple shapes with transparent natural earth color hover state. The letters are bright green for readable text due to the rich background. The background is arranged to describe what can happen to a player within these worlds. Some kind of 3d scene in the form of a poster (Main Menu). The interface in the Game Over screen is the same but the scene is subordinate to the death screen in the sense that it is depressing with a lot of enemies and thorns. Inaccessible and dangerous. In contrast, of course, is the Win Game screen, which is a scene with fireworks, flowers and trees with natural bright colors. Win and Loose screens have the names of the creators, testers and helpers in the project printed on them.

MUSIC AND SFX:

The music is of the author's instrumental type. A mixture of atmospheric synthetic sounds that do not contrast too much with special effects such as wind or collision. Music is a kind of background music that is repeated until the player completes the level. It lasts long enough not to bore the player after a lot of playing. In its essence, it is progressive, where it goes from quiet and peaceful to a topic that flares up and then subsides again, forming a perfect loop.

A simple flow chart of how the player will move around the interface:



MECHANIC

OBSTACLE MECHANICS

The mechanics in the game are unique when it comes to doors that allow passage from level to level. After the player finds the key, he needs to be close to that floor door, a kind of manhole with a lid, and to lift the lid along the Z axis by pressing the right mouse button. This opens the player through a hole that allows him to fall on another platform, and so on.

Another unique mechanic is applied to mushrooms that can bounce the ball when it is on their caps. Every touch of the ball and the cap of the mushroom will launch the ball along the Z axis. The value is always set on each mushroom, because with the help of the set values, mushrooms can launch the ball into or on hidden compartments.

Floating islands with improvements or the key to opening the manhole.

Carnivore, a plant that tries to eat a player if it lands on it.

Bounce trees and mushrooms, in the case of a player touching a tree trunk, the player will be bounced in the opposite direction from which the touch originated.

INFLUENCE ON PLAYER ACTIONS

Moving the shaft up during unlocking can launch a player in an unwanted direction or to death. In order to open the shaft, a mouse click is required, which additionally weakens the player's focus and a stable hand. Every platform has a manhole like this.

Mushrooms, when in a crowd, can be annoying when navigating the ball. When the ball "catches" on the mushrooms, it is bouncing on Z axis unrelated to the platform with large inclinations, which can be fatal due to high speeds and not controlling the platform. Mushrooms can be used to reach bonuses, power supplies or keys and extra lives.

The floating islands force the player to make the ball jump and reach the desired object or area with short quick strokes. Scattered on the levels of some of the islands are guarded by enemies.

The carnivore has a powerup shield charge on it. If a player touches a carnivore's hammer while trying to pick up a powerup, the carnivore will try to eat the toy by closing its hard petals.

Bounce trees, as the name suggests, can bounce the ball away. Something like pinball bounce bells.

POWER UP

TYPES OF POWER SUPPLY:

The player can collect Shield Power Up which restores the shield's energy if damaged. Also, the player can collect Health Power Up to fill the scale with life energy. The player can collect coins as well as artifacts.

ADVANTAGES / DISADVANTAGES:

The advantages of collecting are obvious regeneration of the shield and health, as well as obtaining extra life after collecting 25 pieces of coins. There are no negative consequences, that is, flaws.

PURCHASING ABILITY:

Collected coins cannot be used to buy things and improvements. The artifacts are used to allow the player to view "bonus" material inside the Showroom screen. Artifacts reveal sketches inside the Showroom screen.

ENEMIES

IF APPLICABLE, WHAT KIND OF ENEMIES DOES THE PLAYER ENCOUNTER?

The player encounters many enemies, some enemies live only in a given world, and some permeate several worlds. Enemies are walking, flying, crawling and crawling.

- **Beetle Mare** - Small flying beetles that do not take away health or take away the shield, but hinder or push the player off the tracks and safe passages. There are them in all possible worlds.

- **Bugs** - small flying insects similar to beetles that roam around in search of food. They are mostly found on all worlds except the abstract world of black holes. They take away the energy of the shield.

- **Bees** - Insects that fly around and appear on almost all levels, They take away health, unlike the Beetle.

- **Wasps** - Medium-sized insects that are stronger and more dangerous than bees, beetles and insects. There are not many of them and they can surprise with their appearance. They mostly hang around the platform in search of a tasty victim. Some kind of stronger enemy, it can be said similar to the final boss but less, therefore an officer.

- **Worms** - Slow creeping attacks that live and interfere with the precise movement of players. Some worms take away only the shield while others take away health. Some of the worms are electrically charged, while others are coated with poisonous acid. Their abilities depend on the locality in which they are located. They adapted their bodies in all possible planets that had some living conditions.

- **Worms** - You are the most primitive form in the universe that affects the player. They are sluggish and slow and take away only the shield.

- **Scrolls** - Glowing flying bugs that change their states. Sometimes they are dangerous sometimes not. The color of the light suggests to the player when the firefly is dangerous and when it is not.

- **Grasshoppers** - Insects that jump. They never fly. They take away both shield and health because they are quite mobile and agile.

- **Butterflies** - Gentle creatures that on the earthly level interfere with the player in overcoming obstacles, while on the Acid Planets, for example, they can poison the player. Butterflies do not live on planets with glowing lava.

- **Spiders** - Very agile creatures that can push a player in an unwanted direction, take away Shield and take away Health. They live in almost every world. The strongest and most intense spiders are at the levels of lava and acid. Sometimes there are several pieces near cracks, holes or caves.

- **Scorpions** - Similar to spiders in that they have only four legs, two large tongs in front and a poisonous tail at the end of the body. They take away almost all of life's energy.

- **Hedgehogs** - Thorny little foxes that move on the ground. They are very slow, but that is why they take away a large number of health points. They are mostly found in deep grass where they are a little hidden and close to the trees since the fallen fruits provide resources for the life of hedgehogs. Hedgehogs are not interested in the player, and when they see him, they do not look back at him, but wander at their own discretion.

- **Turtles** - Also very slow enemies like hedgehogs, except that they take away only Shield points and of course they can repel a player on the Y axis similar to mushrooms, except that turtles move.

BOSSSES

WHAT ARE THE CHARACTERS OF THE BOSSSES FACING THE PLAYER?

The figure of the Chief appears on the fifth level in the shape of a walking flower. In his pestle, protected by petals, is the key that the player must pick up.

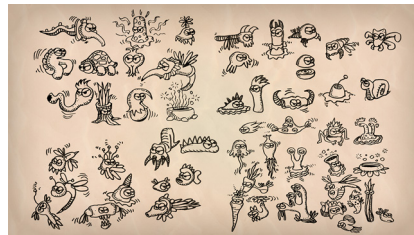
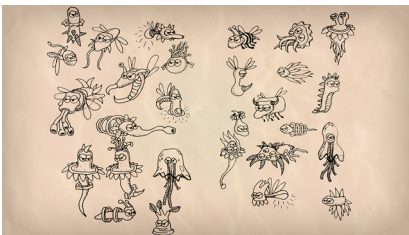
HOW CAN A PLAYER BEAT THEM?

The player is forced to observe the movement of the boss and tactically use his trajectory as well as the environment within the levels. By bouncing off a mushroom, the player gets a more controlled jump that is otherwise feasible from any part of the level. So, the player must establish a good timing, when it is the right time to pick up the key from the hammer, as well as the assumption of where the boss will be in order to successfully master the key collection.

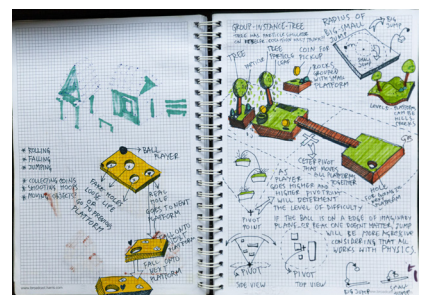
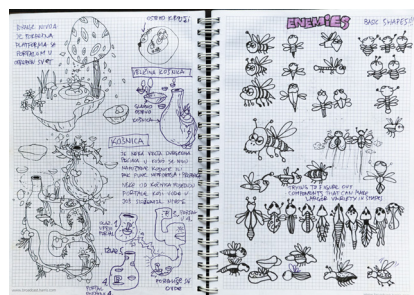
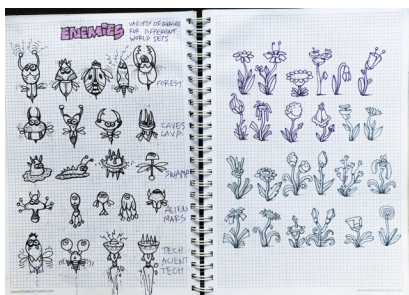
WHAT DID THE PLAYER GET FOR WINNING AS A REWARD?

It was possible to open the passage to the next level. Right-clicking opens the lid and the player can continue his journey.

ENEMIES AND BOSS SKETCHES



ENEMIES AND ISLANDS SKETCHES



CUTSCENES

AT THE BEGINNING OF THE GAME:

The plot scenario will be presented as an introductory intro scene in which the anomaly is shown and how it spreads and permeates through space. The explosion that scattered 8 particles, which produced balance in space, will show what environments players can expect in levels with lava, electricity, acid, winds, abysses and black holes ... After showing the seven particles that flew into deep space the eighth particle becomes the main protagonist whose story is followed by the player from level to level. This is where the gameplay of the first world begins.

CHOOSING WORLDS AFTER THE FIRST WORLD:

The map of the worlds is displayed after the end of the first "introductory" world. Scenes of the world view, ie the levels that the player will play, will be displayed after the selection on the world map. Depending on which world the player has chosen, the sequence of camera flights across the scene will be displayed and a couple of key eras will be shown.

END OF LEVEL / WORLD:

Between the levels, the sequences of the release of the particle from its "captivity" are shown. So, depending on the world that the player has completed / completed the particle release sequence will be shown to the player. The particle will "fly away" to its place where it will wait for all the remaining particles.

AT THE END OF THE GAME:

The scenario of unfolding, that is, re-establishing the synergy of particles, where the source of energy erupts and begins to permeate the cosmos and return it to normal. Insects on the planets again have places to live and feed. Flora flourishes balance is established. The end.

Animation sequences will be displayed in CG format. Specifically, they will be shown as in-game animated sequences, so-called gameplay sequences. All sequences will be inside the real-time engine and not as pre-rendered animated sequences from 3D animation applications.

BONUS MATERIAL

- The player will be able to unlock a lot of sketches that he can look at in addition to the already present display of enemies in the Showroom section. After finding the bonus era within the levels, you will also unlock a set of sketches that you can view later within the showroom section.

ENCOURAGE PLAYERS TO PLAY AGAIN:

- The game is fun and after the end it can be played in the set time mode. A time frame has been set in which a certain level / world must be passed.

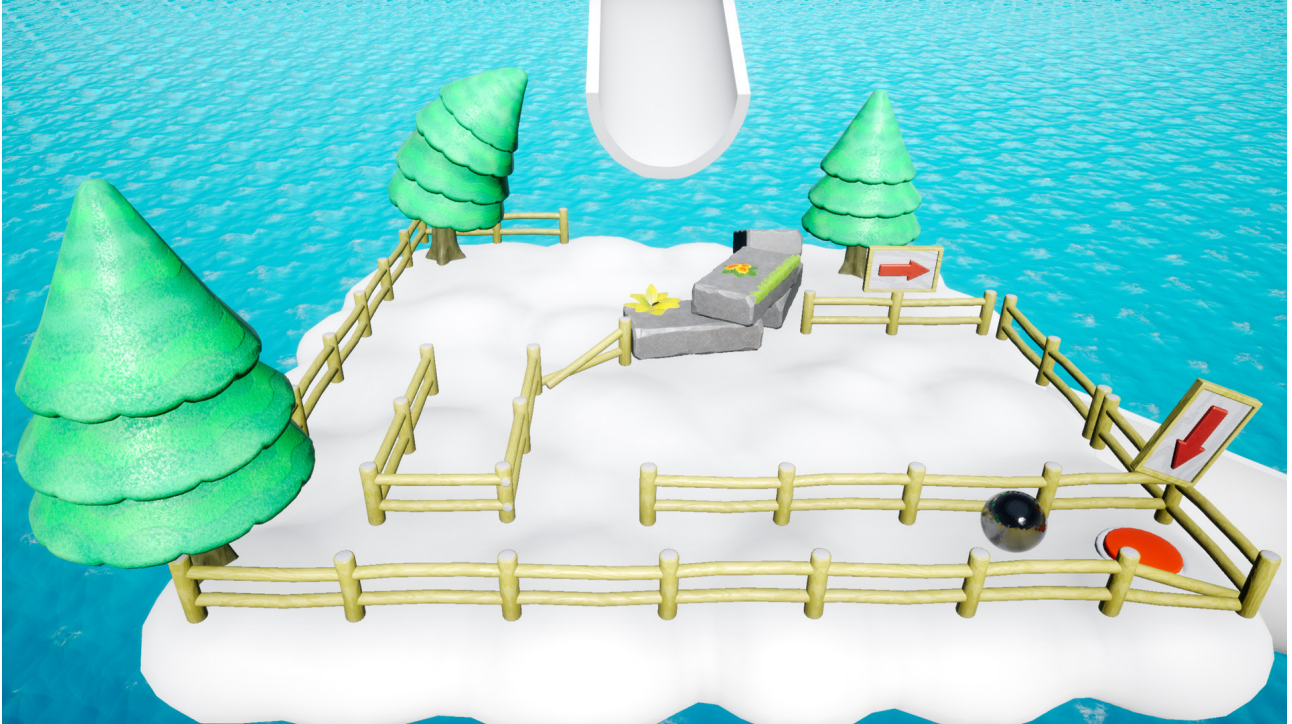
INCENTIVES FOR PLAYERS IN THE COMPETITION PART:

- The game can be of a short competitive format where players win three or four rounds, ie levels to reach the goal before the opponent while avoiding obstacles. The levels are different from Story mode in the sense that they are designed with competition as the main element of gameplay. So they are more like some kind of track for racing balls.

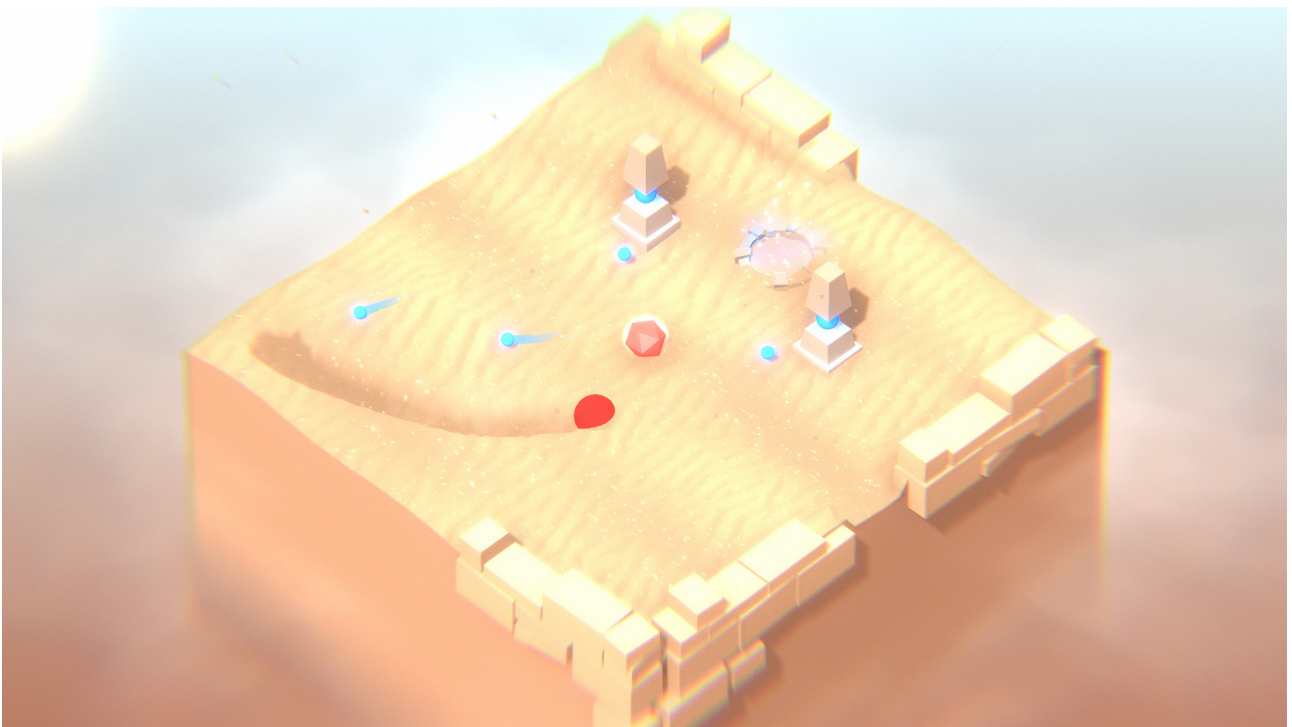
COMPETITIONS ON MARKET

WHAT OTHER GAMES WILL BE OUR COMPETITION IN THE MARKET?

- TiltTheWorld (Gameplay screenshot)



- Khamsin (Gameplay screenshot)



THANK YOU FOR YOUR ATTENTION!
SCREENSHOT OF BALLROLL VIDEO GAME



DESIGN BY: Rajko Radosavljević (rajkosk8@hotmail.com)

GAME PLATFORM: PC personal computer

TARGET AGE: 7 – 77

ESRB RATING: Everyone (E)

SHIP DATE: Winter 2023