

Go for Goal !

Brief description

This is a 2 player game with the object being to kick the ball into the oppositions net. Player 1 controls the blue player with the keys Q and A for up and down, and O and P for left and right. Player 2 uses the cursor keys to control the red player.

Each net is guarded by a computer controlled goalkeeper who will try his best to prevent you from scoring. Another obstacle to hinder you is the tipsy referee who wanders around the pitch and occasionally kicks the ball from under your feet.

How the game was made

The first thing I had to do was set up the movement for all objects. The two players I set to eight directional movement and the ball obviously used the bouncing ball option. The referee is on a set path and continually loops around the screen. The goalkeepers are also on a set path. Next I had to stop the ball and the players from leaving the screen. Everything else in the game was a straightforward collision detection. For example: If blue player collides with red player then stop each of them moving. The only part that required a little thought was working out how to get the player to kick the ball in the direction that he is facing. This was made possible because in Klik & Play you can retrieve any information you want from any obstacle, so all I did was to retrieve the players direction and then select the ball to bounce.

Suggestions for improvement

There is no limit to what you can do with this game. I had a tight schedule to keep to and so didn't have time to implement all the ideas floating around my head.

If you want to edit this game yourself then you may wish to try adding some of the features listed below, all of which are possible in Klik & Play.

1. Give the referee a degree of intelligence and make him follow the ball. This will look more realistic as he tries to follow the action.
2. Have various different coloured kits and allow the player to choose his own style.
3. Try and implement the full football rules. This would mean detecting throw-ins, goal kicks, corners, off sides, half time etc.
4. Implement a fouling system. This would be easy to do. All you would have to do is set up a new condition which says 'if the blue player collides with a red player and is pressing a certain key' then....well the rest is up to you. You could have an animation of a player sprawled all over the pitch while playing an

appropriate sample.