
Kaz Ball Download 100mb Pc



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About This Game

Kaz Ball is a fast-paced, 5v5, team space-sport similar to hockey, rugby, or football. The core objective is to grab the ball, and shoot it into your opponent's goal more than they do it to you.

You achieve this by flying to the ball and grabbing it with your grappler. You must then avoid enemy blasters long enough to pass the ball to your team mates, or shoot it into the opposing goal.

When your ship is hit by blaster fire it doesn't explode, but you'll drop the ball, and you sure will spin a lot. You'll need to correct your ship's orientation in order to get back into the action!

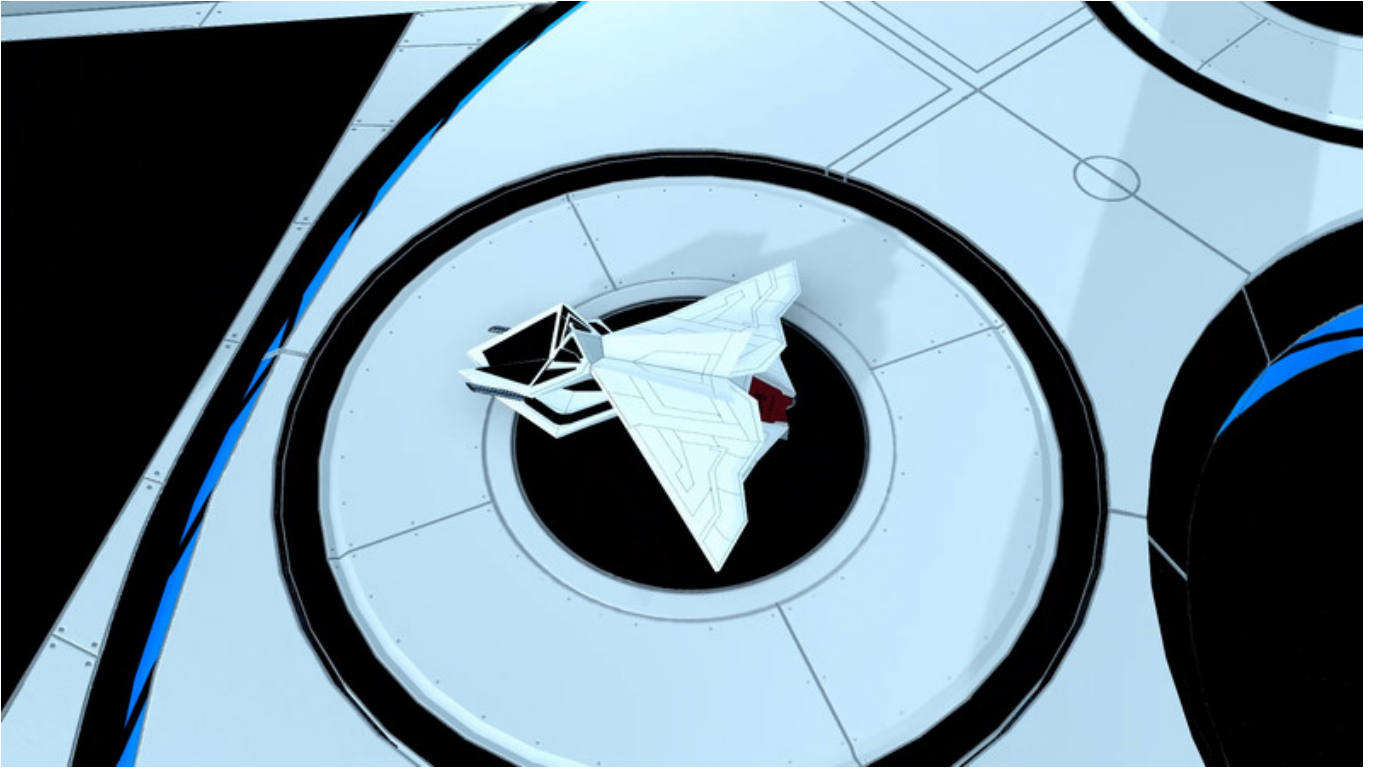
Everyone in the game is flying around freely in the huge, open space arena so be sure to use that freedom to pull off some awesome maneuvers, and epic plays!

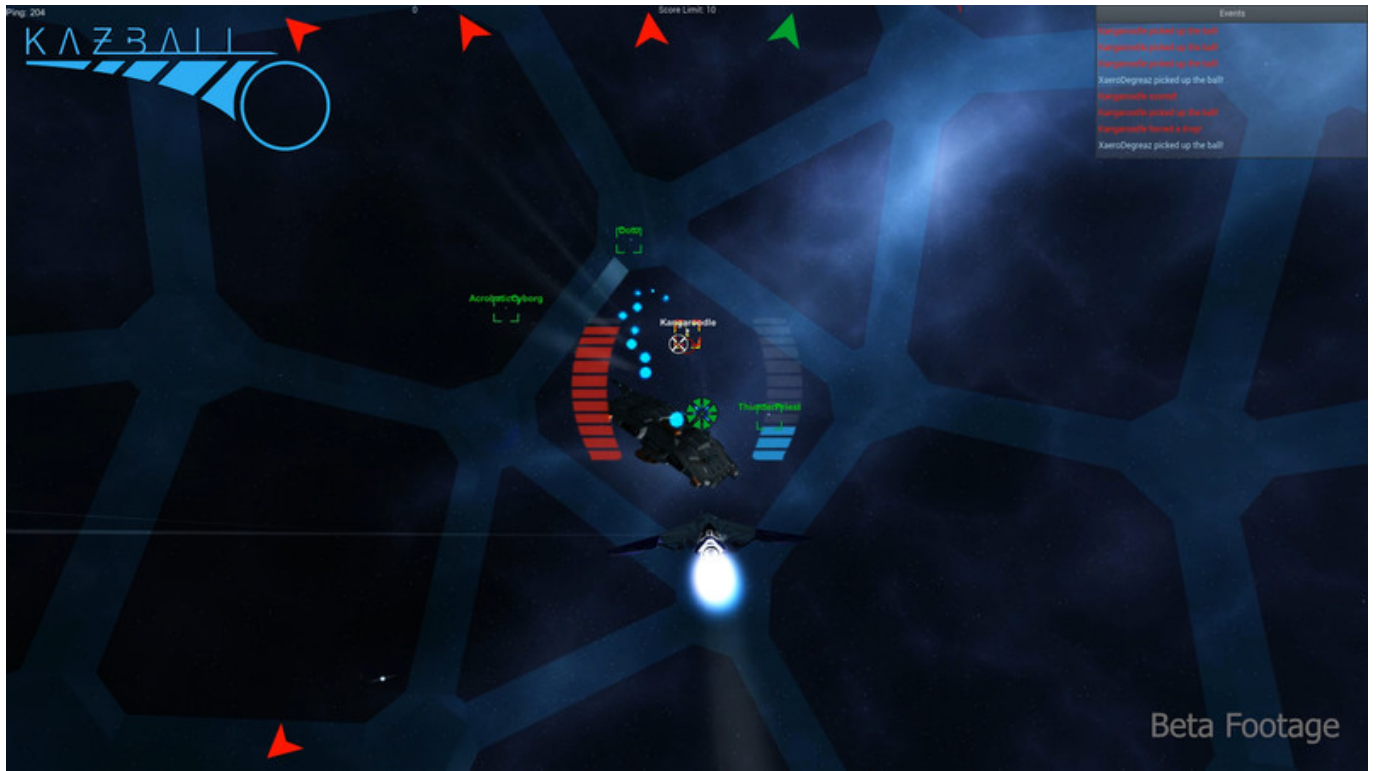
The game is currently in the middle-stages of development. We currently have a single, never-ending, persistent playtest server running in the cloud. This allows us to continuously integrate new changes into an environment where we can gain valuable feedback on the core mechanics and gameplay.

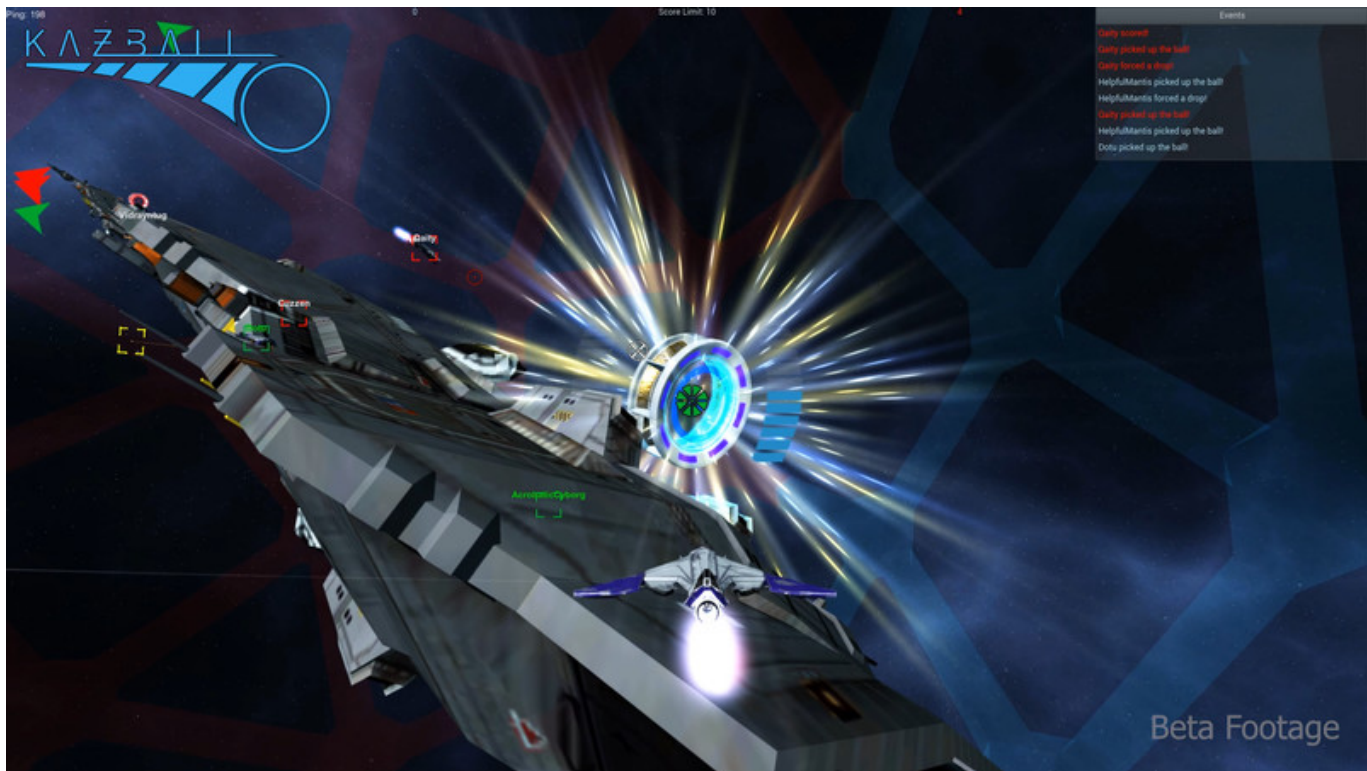
Title: Kaz Ball
Genre: Action, Simulation, Sports, Early Access
Developer:
Doby Digital
Publisher:
Doby Digital
Release Date: Coming Soon

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English







Events

- Garry scored!
- Garry picked up the ball
- Garry forced a drop!
- HelpfulMantis picked up the ball
- HelpfulMantis forced a drop!
- Garry picked up the ball
- HelpfulMantis picked up the ball
- Dotu picked up the ball

Beta Footage

kaz ball beta. kaz balagane glamrap. kaz balagane w wiezieniu. kaz balagane aresztowany. kaz balagane slizg. kaz ball steam. kaz balagane zatrzymany. kaz balinski-jundzill. kaz love island ball dress. kaz bałagane. kaz balinski. kaz bałagane instagram. kaz ball game

v0.1.1.7 Released:

Greetings,

Most of the changes for this milestone have previously been pushed to Steam, however the matchmaking system has had some rework due to the implementation of a party system.

Players can now create parties, and join matchmaking with a group of friends for both PvP and bot-play.

I need to do a little more work on the bot matchmaking systems so that players can jump into bot play even if the queue has not completely filled up. Perhaps some time limit, or something. This will also open the future ability to play private bot games with friends.

I would like to implement private PvP games so that we can have some sort of league system where two teams of five pre-arrange matches with each other.

Anyhow, since most of the updates for this milestone were pushed to Steam in [with a previous announcement](#) I'll keep this one brief.

I have a lot of back-end stuff that I need to start working on for the unique ship systems, so I'll get back to that!

Later!

For a detailed list of the current milestone, and other backlog items, please check out [the public issue tracker](#)[issue-tracker.kazball.net]

[Discord](#)[discord.gg]

[@KazBallGame](#). **v0.1.1.1 Released:**

This release features:

- * Hangar music, game music playlist.
- * User interface now scales properly with higher resolution displays (thanks Mario_Tobias for helping test @ 4k).
- * Regional matchmaking with low latency dedicated servers.

Since we currently have a low volume of players testing the game, the static playtest server will remain online for quick testing sessions, or drop-in gameplay.. **v0.1.1.3 Released:**

This release focuses on some quality of life UI changes in preparation for Early Access release.

You can visit our [public issue tracker](#)[gitlab.com] to see what's in the works.

You can also visit our [Discord channel](#)[discord.gg] and request a key to enter the private testing circle :). **v0.1.1.4 Released:**

The focus of this release is to bring the game closer to Early Access readiness. The changes include:

- Bypass Unity launcher and go straight to game. You can change graphical settings from inside the options menu now.
- Partial controller support (in-game only).
- Some UI bugs, and updates.
- Allow enabling / disabling afterburner camera shake.
- Global chat system in the hangar.

I've also started working on some A.I., and you can play against them in the "Playtest Server" play option. This will help players who launch the game to actually be able to play a game instead of seeing a dead game room.

[Full milestone information](#)[gitlab.com]

[Discord](#)[discord.gg]

[Claim a free key](#)[keys.kazball.net]. **v0.1.1.0 and Playtesting Update:**

The other night we performed some pretty successful playtesting. We had guys from Australia, United States, and South Korea all playing on a U.S. server. No one was even able to tell there was any latency, and the game felt buttery smooth. It was a really vindicating moment in Kaz Ball history, and I look forward to a lot more fun coming up.

While some of the features below have been in the develop branch for a while, I'd like to go ahead and list some of the new updates for the 0.1.1.0 release that was merged into master, and is currently available for playing on Steam:

- #138 - Bug - Ball indicator not tracking world position of gameobjects
- #129 - Enhancement - Add support for multiple thrusters
- #128 - Enhancement - Update and verify working on newest Unity version
- #115 - Enhancement - Replace score screen with Noesis and remove username select from load screen
- #127 - Feature - Basic ship switcher frontend
- #137 - Enhancement - mask latency when grabbing, and shooting the ball
- #136 - Enhancement - Better netcode
- #134 - Feature - Steamworks integration
- #133 - Feature - Explosion with getting hit by projectile
- #132 - Feature - Camera shake when afterburning
- #120 - Game executable icons

Feel free to drop by our [Discord Channel](#)[discord.gg] to snag yourself a key for playtesting, or just hang out!. **v0.1.1.8**

Released:

This release includes the initial version of a brand new cruiser model integrated with the hangar. There's still some work to be done, but it's pretty cool to look at for sure!

There are also more placeholder sound effects that give you some feedback for when players get hit, their shields drop, and for when you score a hit against another player.

The leading target indicator has also been improved by taking into account your network lag. It should help you be more accurate when chasing down, or intercepting other players.

[Discord](#)[discord.gg]

[@KazBallGame](#). **v0.1.1.2 Released:**

Hello!

This release bring us a little closer to Early Early access with a full persistent statistics tracking system.

There's still a little bit more that needs to be done before we can should go live with Early Access, and we're hard at work to complete them!

You can visit our [public issue tracker](#)[gitlab.com] to see what's in the works.

You can also visit our [Discord channel](#)[discord.gg] and request a key to enter the private testing circle :). **Experimental Controller Support:**

Controller support for gameplay has been pushed to the public branch. There is still some work to do for making the UI controller friendly, but the "Controls" section in the options menu now sports new mapping options for controllers.

I've got some more work to do for adding the ability to set your default button icons in the menus, but I think I'm off to a good start!

I'm still offering pre-Early Access keys -- you can claim yours at <http://keys.kazball.net>.

Don't forget to visit us in [Discord](#)[discord.gg]!

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