

Rocket League

Rocket League is a pretty much soccer except with cars. There are three players in two teams going against each other to try and score the most points by getting the ball inside the opponent's goal. Rocket League is just soccer, there is more than it seems. First, the cars can jump and do tricks associated with the direction you do when you jump again. You can do a barrel to either side, flip forward and backward, or just a double jump. Also, you can get boost in the game that allows you to accelerate faster and go faster. You can get fuel for this with special tiles laid across the field. With this boost and the jump, you can fly across the map and find new ways to hit the ball into the goal. The game utilizes its physics engine very well. The ball can go at different velocities depending on how hard you hit and can go at different directions depending where you hit it like a really ball. Cars interact with each other too where if you slam into another player, you can fling across the map and if you go fast enough, you can destroy opponent's car making them respawn. With all these elements, Rocket League is a game with crazy random fun and competitive spirit.

The game is designed around the physics of how things interact with each other. The ball bouncing around the walls, cars flying around the map trying to hit it or get flung from another car knocking into them. The designers specifically designed it to make it chaotic fun. The choices the player makes when trying to get a goal are too many to count. The game also has a unique camera system where the camera is locked to the ball so that players don't have to build skill and try to keep tabs on the ball without directly looking at it. It also makes it easier to hit it. You can toggle in and out of this with a button that allows for more skilled players to use this effectively. I also believe they designed this towards the esports crowd. I cannot remember how the original game played before it became popular with esports, but a lot of elements of the game make it feel like it can play competitively. There is a lot of skill that can be put into this game with the rocket boost mechanic. I watched a competitive match once and the players felt more like planes than cars from the amount of time they spent in the air hitting the ball. This game does suffer from lack of players though. The single player content is only matches with bots and a season mode which is basically matches with bots with different team colors. So, this game was built around multiplayer as a focus. Aside from that, playing Rocket League is a lot of fun and would recommend who likes more of arcade sports games than realistic sports games.