**Stratagem Sports: Football**



**Game Overview**:

**Game Concept:** Stratagem Sports: Football takes the traditionally popular game of american football and adds the mechanics of a turn based RPG. Players have individual stats that affect how the perform in game and what actions they can take. Different positions use these stats in unique ways to throw passes, run the ball or block other players, they also have specific skills that allow them to do stunts and routes. You play as a coach for a brand-new sports franchise and are given control of a recently formed team, you must make trades, come up with plays, and try to become conference champions.

**Genre:** the game is both a sports game as stated in the title as well as a RPG which is shown by the setting of the game.

**Target Audience:** Stratagem Sports: Football is made to target both fans of sports games and turn based RPG players who enjoy sports.

**Gameplay and Mechanics:**

**Gameplay:** Stratagem Sports: Football is played by the user selecting the skill abilities of the player per position before a 45 second timer ends. The players then carry out their given skill abilities all at once. The game will follow the basic rules of football with a 15 minute quarter game and 4 down possessions.

*Game Progression:* To Progress in Stratagem Sports: Football the player will unlock new players, plays, and skills the more games that they play. Completing a match will give the user reward packs containing these objects previously stated bonus rewards will be given upon the player wins a match.

*Mission/challenge Structure:* In both the story campaign and online leagues users will play matches against other teams in the conference and later playoffs if they qualify. There will also be online and local one time exhibition matches.

*Puzzle Structure:* For the match themselves combining the players with the most useful skills in the right positions to make the most use for them, calling the right plays for the situation, and making adjustments to the opposing teams moves are ways that the user can use to solve the puzzle during the game.

*Objectives*: Users Objectives per match is the same as normal american football by having a higher score than the opponent at the end of the game. Overall campaign and online leagues have a higher objective of reaching the top of the standing in the conference to make it to playoffs and win the championship.

*Play Flow*: During the match the users will select plays and skill abilities during a 45 second play timer, the match is made of 15 minute quarters, during online league play and the story campaign the user plays against all the teams in thier conference and try to make it through the playoffs and the championship.

**Mechanics:**

*Physics:* Stratagem Sports: Football has simulated physics such as ball physics and tackling, blocking and kicking that works as real life physics would. These Physics will be simulated with animations and

*Movement:* by selecting the players on the field the user can select their movement path which the player follows as the play starts. Others players move based on other skills that aren't creating a movement path like following a specific opposing player or guarding a specific area.

*Objects:* Players are the objects in this game that users interact with by choosing skills and issuing commands, also plays are objects that can be interacted with in the in game menu that issues commands for the whole team at once.

*Actions:* During the match users interact with players on the field or the in game menu to call plays, substitute players, and call timeouts.

*Combat:* Conflict in Stratagem Sports: Football is represented by tackling and blocking that is determined by the stats of the players for who will overpower the other.

*Economy:* In the Menus of the Stratagem Sports: Football there is an credit economy that users earn by completing matches, winning matches, selling players, and placing in online leagues.

*Screen Flow:*

Main Menu -> Campaign Menu -> Campaign Match

|-> Online Menu -> Online Match

|->Profile Menu -> Collection Screen -> Individual Item

|->Store Menu -> Store Item

|-> Options Menu -> Options Category

Main Menu: Menu with Campaign, Online, Profile, Store, and Option buttons as well as the Title and Logo.

Campaign Menu: Menu of the Main Campaign that has options to start a new game, continue a saved game, play a exhibition match or open the collections for the user profile.

Campaign Match: Game screen where the user plays story matches or matches against AI

Online Menu: Menu with options to quick matches, online league, and collections for the users profile.

Online Match: Game screen where the user plays online matches

Profile Menu: Information screen showing account details like username, collection size, and match record.

Collection Screen: Collection of player, plays, and skills that is on the users profile.

Individual Item: Screen Showing an item from the collection and its details such as stats or descriptions.

Store Menu: Menu showing available packs or items available for purchase

Store Item: Item from the store menu showing stats or descriptions and a button to be able to purchase these items with credits sold for real money or earned credits.

Options Menu: Menu to give options the user can change to how they feel comfortable playing the game with. Seperated into category tabs based on what type of options the user is looking to change.

Options Category: Screen of options that affect one category of the games aspect like controls, video, and audio.

**Game Options:**

*Audio:* The user will have control of volume levels for matches, menus sounds, and game sounds.

*Video:* The user can choose the size of the game window, whether it is fullscreen or windowed.

*Gameplay:* The user can choose to change the time of each quarter, change enemy ai difficulty, and game speed

*Controls:* The user can remap keys on their keyboard to different controls than are set up in the preset controls for the game.

**Replaying and Saving:** Progress in campaign and online leagues are saved after every match completion as well as items and currency are saved to the user's profile upon attaining them. For replaying the Story and online league schedules are randomized by order and what teams are in what conference.

**Cheats and Easter Eggs:** Most players and teams in the game will contain references to famous NFL players and franchises (ie John Grady referencing Tom Brady).

**Story, Setting and Character**

**Story and Narrative:** For the story of Stratagem Sports: Football the user plays as a new coach hired to put together and train a brand new league team, the goal is to win the championship title which may take several seasons. After every match and season there are cutscenes showing a sports news anchor giving a recap of the previous event. Also during the matches commentators will give play by play announcements of events happening in the game.

**Game World**

*General:* The game takes place in sports stadiums, training facilities, and the sports news station where match recaps are given.

*Areas:* Each team in the story campaign as well as each user online has a stadium with their logo on it and team colors, only the users have training facility areas for their team both in the story campaign and online.

**Characters:**

*Players*: Players will be many different builds and appearances based on their position. Special players who reference NFL legends will resemble their likeness. Players will be represented with a full profile image on their item but in game thaye will be represented by sprites on the field wearing uniforms with the teams colors and player numbers.

*Coaches*: The user is the head coach of the team in the story campaign and in online play, in the training facility assistant coaches are used to increase the level and teach skills to the players whose position they coach. Each position coach as well as offensive and defensive coordinators will resemble the position they coach.

*Sports Anchor*: The sports anchor is shown waist up in a full suit, medium length black hair, he is broad and tall with a slanted jaw and wide face.

*Commentators*: The Commentators are only seen by their face in the text boxes that appear during the matches while the user is making commands to the players and when important action takes place during play.

**Levels**

**Levels:** The levels are all football fields on which the matches are player by the rules just like the NFL and the objective is the same as any other football game which is scoring more points than the opposing team.

**Training Level:** As a tutorial for the user a scrimmage field will be the level in which the user is taught the games mechanics. The field will be simple with no stadium around it.

**Interface**

**Visual System:** During the match a basic scoreboard will be displayed while playing showing the score, timer, play clock, down and distance, quarter, timeout counter, and ball location. Also there will be a menu for coaching options such as calling plays, substituting players, and calling a timeout, finally a system menu will be available for option changes and navigation back to the main menu. The camera will follow the football on the field but encompass the whole field to see all the players actions.

**Control System:** The user issues commands to the players by choosing a player and selecting an action. Also the user can use the game menu to choose a premade play that gives orders to all the players at once.

**Audio, music, sound effects:** Music will be played in the menus, during the match there will be background sounds of the crowd and announcers speaking when the pre play is occuring.

**Artificial Intelligence**

**Opponent AI:** During a match versus AI the opposing team will choose basic plays and actions that can counter any plays or positions the user makes for their players.

**Non-combat and Friendly Characters:** The announcers will call out specific action as they happen showing the player what is happening on the field. The Sports reporter will give a summary of the previous match as well as league standings.

**Support AI:** Both players on the opposing team and the users team will behave according to their position and the commands given to them. Players will have pathfinding to move to their ordered location or to the ball carrier to tackle them.

**Technical**

**Target Hardware:** The target hardware for Stratagem Sports: Football is Windows. Android, and IOS.

**Development Resources:** For hardware One personal Windows PC will be used to work on the project, software wise the game will be developed using the newest version of Unity/C#.

**Network requirements:** Because Stratagem Sports: Football has an online component a server will be needed to support multiplayer functionality.

**Game Art**

**Key assets:** Sports Arenas, Players, Team Logos, Menus, and Character images are key assets necessary for the Game.

**How are they developed:** As all assets will be Sprites the in browser program Piskel will be used to create these assets.

**Intended style:** The game will have an old school arcade style to the art assets in that it will be pixel sprites and basic colors.