

Hockey Shot

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Overview

PRODUCT SHEET

Genre: Casual, Sports, Multiplayer, 1v1, Asymmetrical, Arcade

Platform: Android (Target device: Xiaomi A2 Lite)

Target audience: Casual players, Kids, Teens, Hockey fans, Killer-achiever player types

Language: English

Price: Free to Play

Release: 12th July 2023

Similar games: Hockey MVP, Blocky Hockey, Football Strike: Online Soccer

Elevator Pitch

“Slide on the rink and challenge other players in a high-stakes best of 5 shootout game!

Alternate between the roles of striker and goalkeeper, customize and upgrade your characters to climb the rankings and become the best player in the world!”

Gameplay Outline

Two players compete by taking turns in attacking and defending phases, each divided into 3 mini-games:

1. In minigame 1, the attacker runs quickly toward the goal. Both players move left and right, their positions on the x-axis are shown on a horizontal marker, and the final result will be given by how far the attacker and the defender are on the x-axis at the time of the shot;
2. In minigame 2, the attacker must shoot the puck. The area of the goal pressed indicates where he wishes to send the puck while a timing-based minigame determines the speed of attack;
3. in minigame 3 the goalkeeper must save by pressing the puck at the right time.

Each player has 3 shots to determine a win; in the case of a tie, the game continues until one player goes ahead.

Metagame

In the menus, the player will also be able to

1. **Customize** their avatar, choosing from different teams and skins;
 - a. Teams are composed of human-like **animals**.
Each team, then each animal has **specific bonuses** and **skins**.
Gears, so skates, sticks, skins, and mitts have skins that can be equipped regardless of the team selected.
The player can then **combine** different **animals** and **skins** to customize their characters
2. Improve their stats by spending game value;
 - a. There are several currencies in the game such as **coins** and item-specific **token upgrades**. By spending a certain amount of coins and upgrade tokens, you can **upgrade equipment** and get bonuses on different **stats**
3. Open **lootbox**;
 - a. The player will gain lootbox by **winning** a match, completing quests and so on
 - b. He has **4 slots** to store them, any excess chest is wasted
 - c. He can select a chest and start a **countdown**, after which the chest will open and **gain resources** such as money and gems depending on the chest.
4. Buy resources, skins and new characters in the store with premium value and real money;
 - a. In a **shop** the player will **spend gems** to buy various things such as skins, new teams, money and upgrade tokens or he can spend **real money** to buy gems.

Gameplay

Striker Side:

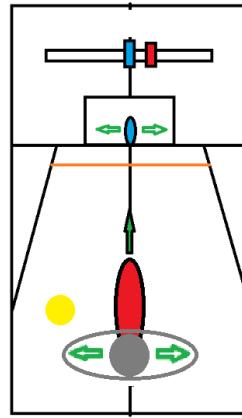
Mg 1: Approach

Initialization

At the start of a game:

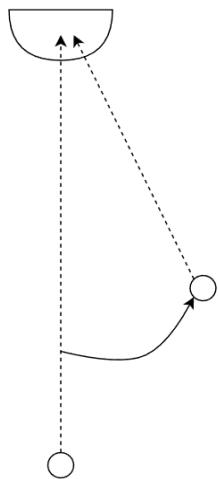
- All possible player interactions with the screen are disabled;
- The attacker spawn in position [attack_start_pos](#), looking in the goal direction;
- The camera is behind him at the starting position, in a way that puts both attacker and goal in the frame at the same time;
- The camera movement is bound to the player's;
- A joystick appears at the bottom of the screen;
- An indicator appears at the top of the screen consisting of a horizontal bar on which are two tokens representing attacker and goalkeeper (see [Position indicator](#));
- A 3 second timer appears and starts the countdown.

	Position			Rotation		
	x	y	z	x	y	z
<u>attack_start_pos</u>	0	0	-19.5	0	0	0



Start & Movement

- When the timer runs out it disappears.
- The controls activate and the attacker starts moving towards the [*mvtCone_origin*](#) point in radial direction, quickly he reaches '[*min_skating_speed*](#)' speed that will remain constant till the minigame ends.
- Moving the joystick with his finger the player will turn, moving with the same speed '[*min_skating_speed*](#)', until reaching a max rotation of +/- [*max_srafe_angle*](#) and he can't rotate further in that direction, so any further input in that direction will be ignored.
- The attacker is always in front of the camera that changes inclination accordingly with the attacker movement to always include the goal in the frame.



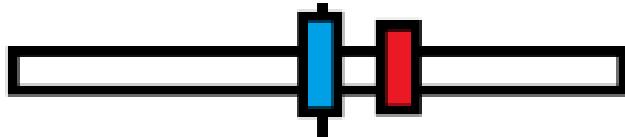
	Position	Rotation
--	----------	----------

	x	y	z	x	y	z
<i>mvtCone_origin</i>	0	0	-10	0	0	0

	Angle value
<i>max_strafe_angle</i>	70

	Speed
<i>min_skating_speed</i>	3

Position Indicator

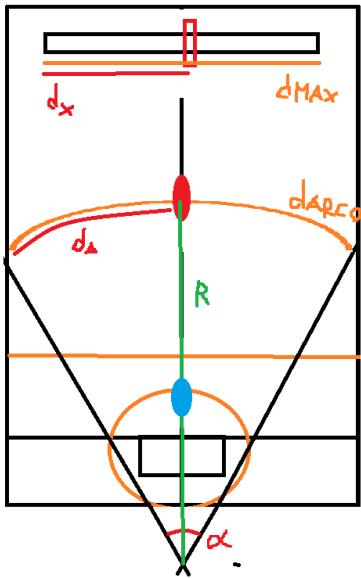


The position indicator consists of a horizontal bar on which there are two tokens representing the positions of the attacker and defender on the x-axis, while the two left and right edges indicate the limits that can be reached by each on that axis.

At the beginning, both tokens will be in the center, and when the characters move left or right in the field, their indicator will move accordingly.

To transpose the attacker position on the indicator the following formula is used:

- given dMax the indicator's length
 - given dARCO the arc length from - *max_strafe_angle* to +*max_strafe_angle* at R distance from *mvtCone_origin*
- $$dARCO = (a^\circ / 360^\circ) * (2 * \pi * R)$$
- given dA the player position on said arc.
 - dX, the token position on the indicator will be given by the formula
 - $dX = (dMax * dA) / dARCO$



$$dARCO = (a^\circ / 360^\circ) * (2 * \pi * R)$$

$$dX = (dMax * dA) / dARCO$$

To map the goalie position the same formula is used with R being constant as the distance of the goalie from the [mvtCone_origin](#)

	Position			Rotation		
	x	y	z	x	y	z
mvtCone_origin	0	0	-10	0	0	0

	Angle value
max_strafe_angle	70

Mg 1: End

- When the attacker reaches [attack_line](#) mg1 ends and mg2 starts.
- The distance between the 2 indicators on the bar gets calculated.
- On this basis we assign a value ranging from "[mg1_minValue](#)", if the distance between them is major or equal to half the bar; if the indicators are overlapping we will have the max result multiplying minValue by 2.5 .
- This value **mg1_result** will influence the bar proportions in the second minigame.

	Position			Rotation		
	x	y	z	x	y	z
attack_line	0	0	23	0	0	0

	Value
mg1_minValue	10

Mg 2: Shot

When Mg2 starts:

1. The attacker stops.
2. The camera moves in position [mg2_camera_aim](#)
3. An [mg2_duration](#) seconds timer starts.
4. If at the end of the timer the player has not completed Mg2, Mg3 isn't performed, and the "fail" (or "miss") animation runs instead. In this scenario the shot will be automatically considered a success for the goalie.
5. The aim section starts.

	Position			Rotation		
	x	y	z	x	y	z
mg2_camera_aim	0	0.925	25.425	5	0	0

	Time
mg2_duration	5 s

Aim

The goalmouth is divided into an invisible grid of 4 x 4.

By tapping on a grid cell with the finger, the player chooses the square to which to throw the puck.

e.g. grid

	A	B	C	D
1				
2				
3				

Shoot

The camera moves in position [mg2_camera_shoot](#)

After that a horizontal bar appears on the screen in position X (see [wireframe](#)).

The bar is divided in sections (see image below) that represents the minigame's score. Each of those sections occupy a percentage of the whole bar based on the results of mg1. in particular:

1. The green area [green_zone](#) is given by the mg1 score [mg1_result](#) plus the [mg1_minValue](#).
2. The yellow area [yellow_zone](#) and the orange area [orange_zone](#) are calculated based on [green_zone](#).
3. The red area [red_zone](#) occupies the remaining portion of the bar.



In the center of this bar a token appears that starts moving at constant speed '[mg2_indicator_speed](#)' on the vertical axis changing direction at the extremities.

When the player tap on the screen the indicator stops:

- The color over which the token stops determines the result of the minigame .
- If the token stops on the red area the **Mg2** ends, and the miss animation starts instead of the **Mg3**.

	Position			Rotation		
	x	y	z	x	y	z
<i>mg2_camera_shoot</i>	0	0	23.190	-3.75	0	0

	Disk_speed	Stick bonus
<i>Token on red</i>	n/a	n/a
<i>Token on orange</i>	4 m/s	lvl_bonus_speed
<i>Token on yellow</i>	5 m/s	lvl_bonus_speed
<i>Token on green</i>	6 m/s	lvl_bonus_speed

Bar color	Area
<i>red_zone</i>	<i>mg2_size - orange_zone - yellow_zone - green_zone</i>
<i>orange_zone</i>	<i>green_zone * 2,5</i>
<i>yellow_zone</i>	<i>green_zone * 1,5</i>
<i>green_zone</i>	<i>10 + mg1_result</i>

	Speed
<i>mg2_indicator_speed</i>	1

Mg 3: Block

During this phase a very large piece of writing will appear on the screen representing the quality of the shot made by the attacker (based on where the token stopped). And then we go on to find out the result of the round and the cutscene.

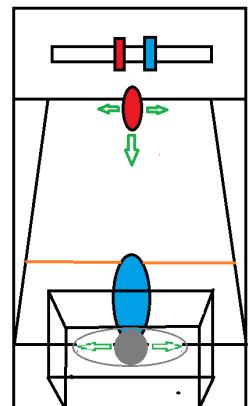
Goalie Side:

Mg 1: Positioning

Initialisation

When the game starts:

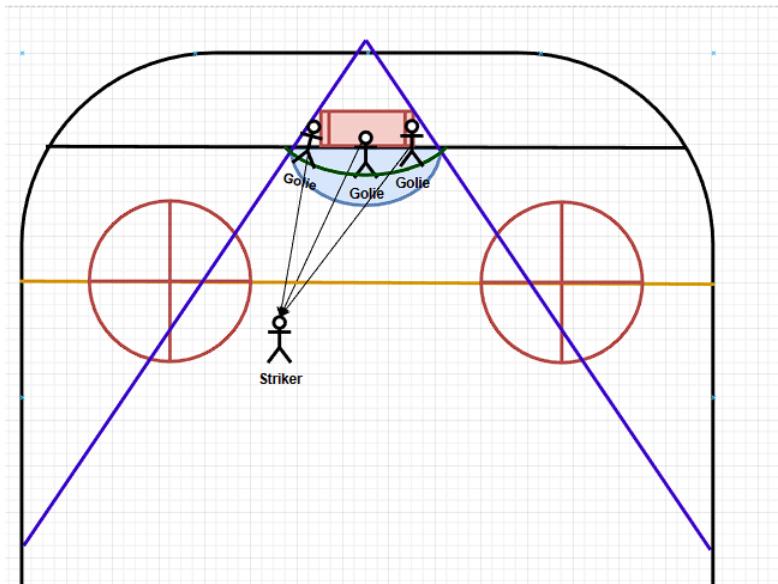
- All player interactions with the screen are disabled;
- The goalie spawns in position [goalie_start_pos](#), looking towards the attacker;
- The camera is behind him, in a way that puts both the goalie and the attacker in the frame at the same time;
- The camera is always behind the goalie and its movement is bound to the goalie's one while changing inclination accordingly to always keep the attacker in the frame;
- A joystick appears on the bottom of the screen;
- An indicator appears at the top of the screen consisting of a horizontal bar on which are two tokens representing attacker and defender (see [Position indicator](#));
- A 3 second timer appears and starts the countdown.



	Position			Rotation		
	x	y	z	x	y	z
goalie_start_pos	0	0	26	0	180	0

Start & Movement

- When the timer runs out it disappears and the controls activate.
- Moving the joystick left or right the goalie moves accordingly following a straight line.
- The goalie moves at a fixed speed, '[goalie_min_strafing_speed](#)'.



Dimensions	
goalie-arc	30

	Position			Rotation		
	x	y	z	x	y	z
mvtCone_origin	0	0	-10	0	0	0

	Angle value
max_gAngle	15 / -15

	Speed
goalie_min_strafing_speed	6

Mg 2: Shot

When the attacker starts the mg2 the goalie's camera moves to the [mg3_camera](#) position, the goalie and the net (not posts and crossbar) become transparent and all the interactions with the screen are disabled till the start of Mg3.

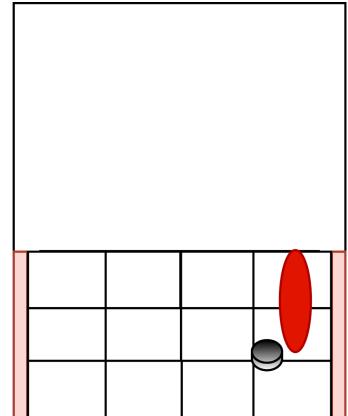
	Position			Rotation		
	x	y	z	x	y	z
mg3_camera	0	0.925	32.675	5	180	0

Mg 3: Block

When the attacker finishes mg2 the player's controls get reactivated.

An invisible timer starts in the background, at the same time the puck gets shot from its starting position towards the section of the goal the attacker aimed the shot at speed [min_disk_speed](#) dependent from the results of **Mg2**.

The puck is followed by a trail.



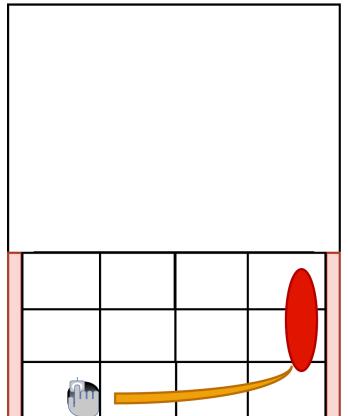
To defend, the player has to tap the screen in the right spot with the right timing.

When the player taps the screen the timer stops and the system checks if the tap coincides with the position the puck was heading towards.

1. given *trajectory* the distance between the puck's starting position and the section it was heading towards;
2. given [*max_block*](#) = *trajectory/disk_speed*
3. given [*min_block*](#) = $(\text{trajectory}/\text{disk_speed}) - (\text{tap_bonus} / 100) * (\text{trajectory}/\text{disk_speed})$

The possible results are:

- If the tapped section is different from the puck destination it's goal;
- If **block_time** is major of [*max_block*](#) it's goal;
- If **block_time** is minor of [*min_block*](#) it's goal;
- If **block_time** falls in between [*min_block*](#) and [*max_block*](#) it's a save.



	Speed
<i>min_disk_speed</i>	4

	Disk_speed	Stick bonus
<i>Token on red</i>	n/a	n/a
<i>Token on orange</i>	4 m/s	lvl bonus speed
<i>Token on yellow</i>	5 m/s	lvl bonus speed
<i>Token on green</i>	6 m/s	lvl bonus speed

	Time

<i>min_block</i>	10%
<i>max_block</i>	0 s

Teams & Upgrade

Teams

There are four teams.

Each team has a specific name, reminiscent of the humanoid-looking animals that play within it. Players can choose at will and at any time, any team (if unlocked) before starting a match.

Each team consists of a striker and a goalkeeper (same animal). They will have a specific passive that will give the player an advantage in one of the two roles. This makes team choice not only a purely aesthetic issue but also a strategic one.

Teams passive ability:

- **Eagle:** The bar for the shooting speed has a bonus to the perfect shooting zone (green zone) that enlarges it by 20% base, so the green zone is " $12 + mg1 \text{ bonus}$." This skill affects the eagle's attack phase, particularly mg2.
- **Penguin:** The opponent's shooting speed bar indicator moves faster (the time limit for shooting, however, remains the same) by 20%. This skill benefits the player's defensive phase by making the opponent's mg2 more complicated.
- **Moose:** The token on the positioning bar (when you are goalkeeper) will be larger than normal, making it easier to score better thus making the opponent's next minigame harder. This skill benefits the player in the defensive phase, particularly in mg1.
- **Snow Leopard:** The total minigame time is increased by 2s leaving a few more moments for the player to think. This skill benefits the player in the attack phase, particularly in mg2.

Summary table with all team details

Character	Advantage Role	Team name	Passive Ability
Eagle	Striker	Capital Wings	More green area
Penguin	Goalkeeper	Pit Penguins	Attack slider fast (on adversary)
Moose	Goalkeeper	Manitoba Moose	Mg1 bigger token
Snow Leopar	Striker	Snowcats	Mg2 time bonus

Upgrade

All characters will have common statistics for all characters that can be improved by upgrading four pieces of gear.

The upgradable statistics are divided to enhance the two roles in the team:

Striker:

- **Skates:** by enhancing the skates the player will be able to make tighter turns and thus be more agile approaching the goal. Does not change the speed in the direction of the goal (Mg1). [Bonus table](#)
- **Stick:** increases the speed of the shot by adding a bonus to the base speed (Mg2). [Bonus table](#)

Goalie:

- **Greaves:** increase the movement speed of the goalkeeper by adding a bonus to his basic movement speed (Mg1). [Bonus table](#)
- **Glove:** increases the time to block the disk by increasing the percentage of time to block. It does not affect the grid in any way. (Mg3) [Bonus table](#)

The max level of each upgrade is 50.

Each level increase will gradually enhance the statistics of the player.

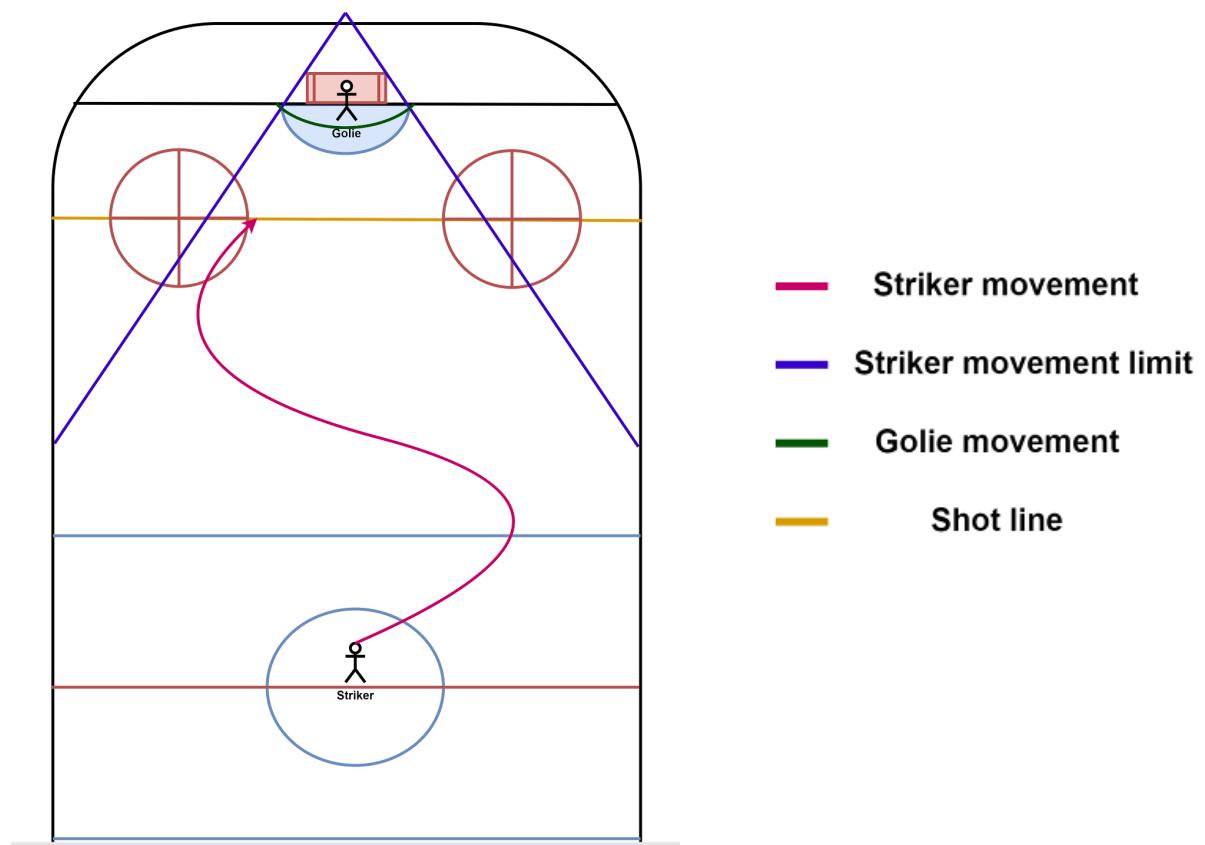
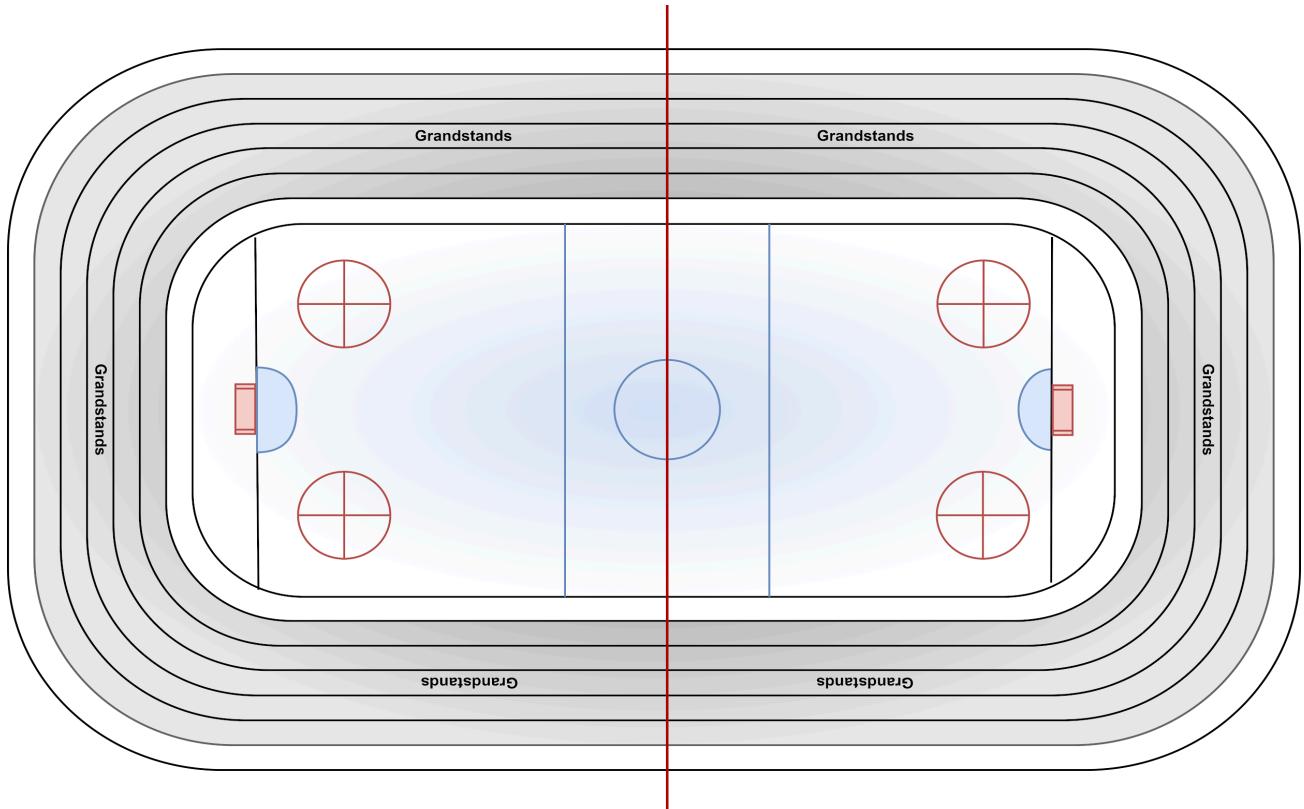
To make an upgrade the player must be in possession of two types of currencies: [Gold](#) and [Upgrade Tokens](#). [Cost table](#).

The **Account level** will be equal to the average of gear levels for more [info](#).

For more information on the formulas behind the **level up** [click here](#).

Level design

[Link](#) to the document with all measures and required details.



	Position			Rotation		
	x	y	z	x	y	z
attack_start_pos	0	0	-19.5	0	0	0
goalie_start_pos	0	0	26	0	180	0
attack_line	0	0	23	0	0	0
mg2_camera_aim	0	0.925	25.425	5	0	0
mg2_camera_shoot	0	0	23.190	-3.75	0	0
mg3_camera	0	0.925	32.675	5	180	0
mvtCone_origin	0	0	-10	0	0	0

Economy

[Here](#) is the database with all the necessary information.

Physics

	Speed
min_skating_speed	3
goalie_min_strafing_speed	6
min_disk_speed	4

	Angle value
max_strafe_angle	70
max_gAngle	15 / -15

Balancing

	Value
mg1_minValue	10

	Time
mg2_duration	5 s

	Speed
<i>mg2_indicator_speed</i>	1

	Disk_speed	Stick bonus
<i>Token on red</i>	n/a	n/a
<i>Token on orange</i>	4 m/s	lvl bonus speed
<i>Token on yellow</i>	5 m/s	lvl bonus speed
<i>Token on green</i>	6 m/s	lvl bonus speed

Bar color	Area
<i>red_zone</i>	<i>mg2_size - orange_zone - yellow_zone - green_zone</i>
<i>orange_zone</i>	<i>green_zone * 2,5</i>
<i>yellow_zone</i>	<i>green_zone * 1,5</i>
<i>green_zone</i>	<i>10 + mg1_result</i>

Level Up

The aim is to max everything present in the first version of the game in 365 days.

Therefore, we decided that the archetype of a player who will be able to reach the level cap will have to do: about 10 games, open 2-3 chests, and complete each daily mission; this will be done every day for an entire year.

With this basis we derived the following formulas:

Time

$$Y=X^{0.62887}$$

At Liv.N around $N^{0.62887}$ days are needed to accumulate enough resources to upgrade to liv N+1

Account Level

The players's level is the average of the levels of their gears.

$$\exp_{lvl_n}=4n^2.1772$$

$$\max_{lvl}=50$$

Stat Increase

The goal is to make it feel that every 10 levels of equipment goes up in rank.

So we calculated an exponential increase in the bonus to statistics, which resets the steepness of the curve to zero every 10 levels.

To reach this purpose we have used this formulas:

$$\text{stat increase at } lvl_x = (kx^n)/10^n$$

max stat variance: $k = b / (\text{sum for } c \text{ from 1 to 10 of } c^n / 10^n)$
total stat bump per lvl range(10): b
slope: n

Upgrade Tokens

These tokens are needed to upgrade gear. They can be dropped from lootboxes.

Costs Graph

The aim is to have a slow exponential cost increase that takes the cost of the last upgrade to 5000 units.

To reach this purpose we have used this formula:

$$Y=X^{2.1772}$$

To max upgrade one stat: cost tot = 81200

To max upgrade one stat: cost tot = 324800

Daily upgrade token needed to reach the max level in 1 year = ca 900

Token per day = $4 * N^{(2.1772 - 0.62887)}$

*Min-max range is estimated on the assumption of avg number of 2-3 loot boxes opening daily.

Gold

Free currency which can be obtained by completing games, missions (starting 2 weeks after release), log-in bonus (starting 2 months after release), opening loot boxes and exchanging it for premium currency in the Shop.

Currency per game completed = see [Gold table](#).

Daily missions total = 5000

Weekly log-in bonus = 50000(7000 x day)

Costs Curve

The aim is to have an exponential cost increase that takes the cost of the last upgrade to 100,000 units.

To reach this purpose we have used this formula:

$$Y=X^{2.942}$$

To max upgrade one stat: cost tot = 1314000

To max upgrade four stat: cost tot = 5255000

Daily gold drop needed to reach max level in 1 year = ca 15000

$$S(N) = 4 * N^{(2.942 - 0.62887)}$$

*Min-max range is estimated on the assumption of avg number of 2-3 loot boxes opening and 10 games played daily.

Metagame

In the game there are many ways to earn rewards. In each activity in the game there will be specific rewards, here is a list of the activities and their drops.

	Money	Gems	Power up	Bronze Skin	Silver Skin	Gold Skin	Character	Bronze Chest	Silver chest	Gold chest
Victory	X							X	X	X
Defeat	X									
Level up	X	X		X	X	X		X		
Bronze Chest	X	X	X	X	X					
Silver Chest	X	X	X	X	X	X				
Gold Chest	X	X	X	X	X	X				
Shop	X	X	X	X	X	X	X	X	X	X

Victory

After a victory, player will be guaranteed gold, in relation to his or her level ([Gold tab](#)), and a chance to find a lootbox with these odds and amounts:

Match win reward			
Object	Quantity	Slot 1	Slot 2
Gold	See Gold tab	100%	0%
Bronze Chest	1	0%	89.5%
Silver Chest	1	0%	10%
Gold Chest	1	0%	0.5%

Defeat

After a defeat the player will be given gold in relation to the player's level ([Gold tab](#)):

Match lost reward		
Object	Quantity	Slot 1
Gold	See Gold tab	100%

Retreat

Players during the match at any time can withdraw from the settings menu. This awards a defeat to the withdrawing player, but gives no reward to the latter, while granting victory and related rewards to the opponent.

Level up

The player level is the average of the skills' levels.

The player will gain free currency, premium currency and lootboxes by leveling up.

Leveling up skills will grant skins when certain levels are reached for that specific skill. Such skins can only be obtained through this method.

Unlock New Team

The player can unlock new teams in two ways:

- By buying them in the shop
- By completing certain milestone
- By reaching certain level in the season pass (2 month from the release and onward)

Please note some teams can only be bought in the shop and cannot be acquired through season pass or milestone, and past season pass heroes can only be purchased in the shop. Teams that can be acquired through milestones can also be bought in the shop at any time to speed up their acquisition.

Lootbox

Lootboxes are a form of reward which is gained upon meeting certain criteria, such as winning a match or purchasing one from the shop.

- They have a chance to drop: free currency (guaranteed), premium currency, upgrade tokens and skins.
- The player has 4 slots to store lootboxes.
- Storable lootboxes are gained through winning matches, completing missions and shop purchases.
- When a lootbox is gained it will be stored in the first available slot.
- If no slots are available the lootbox will still show up in the [Endgame](#) screen, then get scrapped after exiting the screen.
- Different lootboxes require varying amounts of time to be opened up.
- Lootboxes which are not gained through victory require no time nor free slots and instantly open.

- Once a lootbox is opened it will disappear, the slot it was placed in becoming free once again.
- Only one lootbox at a time may be put in the opening process.
- Free currency drop quantity is based on player level ([Gold tab](#)) and multiplied by the rarity of the lootbox.
- Upgrade token drop quantity is based on player level ([Upgrade tab](#)) and multiplied by the rarity of the lootbox.

Bronze chest				
Object	Quantity	Slot 1	Slot 2	Slot 3
Gold	See Gold tab	100%	0%	50%
Gems	4-6	0%	35%	10%
Upgrade token	See Token tab	0%	60%	40%
Bronze skin	1	0%	5%	0%
Silver skin	1	0%	0%	0%
Gold skin	1	0%	0%	0%

Silver chest					
Object	Quantity	Slot 1	Slot 2	Slot 3	Slot 4
Gold	See Gold tab *5	100%	0%	0%	0%
Gems	8-12	0%	24%	15%	15%
Upgrade token	See Token tab*2	0%	40%	85%	85%
Bronze skin	1	0%	30%	0%	0%
Silver skin	1	0%	5%	0%	0%
Gold skin	1	0%	1%	0%	0%

Gold chest					
Object	Quantity	Slot 1	Slot 2	Slot 3	Slot 4
Gold	See Gold tab*20	100%	0%	0%	30%
Gems	32-48	0%	25%	15%	10%
Upgrade token	See Token tab*8	0%	30%	45%	60%
Bronze skin	1	0%	15%	10%	0%
Silver skin	1	0%	25%	25%	0%
Gold skin	1	0%	5%	5%	0%

Time to open chest	Hours
Bronze	4
Silver	12
Gold	24

Cooldown skip

1 hour = 1.5 gems

Customization

Skins

Skins modify character appearance, though they are not limited to the character model; statistics and hitboxes remain unvaried. They typically possess the same metrics as their plain counterparts.

While lower rarity skins consist of simple recolors, higher rarity skins modify the player's body or gear substantially.

Body skins

Skins which modify the animal from the torso up to the ankles (they do not modify any gear, just the sports uniform).

Stick, Skates, Glove, Greaves skins

Skins which modify the animal's gear.

Disk Skins

Skins which modify the disk.

Goal Skins

Skins which modify the goal.

Monetisation

IAP

Players can spend money to buy gems, with gems players can buy anything in the game, skins from the shop, gold and upgrade tokens to level up faster, and lootboxes.

Shop Prices

Content	Cost	Gifted gold compared to the previous	Free gold
Gold 3k	Gems 100	-	-
Gold 7.5k	Gems 225	+750	+750
Gold 21.5k	Gems 600	+1.500	+3.500
Gold 50k	Gems 1300	+3.400	+11.000
Gold 100k	Gems 2400	+7.700	+28.000
Gold 200k	Gems 4500	+12.500	+65.000

*We used dollars because they are the international currency

Content	Cost (Dollar)	Gifted gems compared to the previous	Free gems
Gems 60	\$ 0,99	-	-
Gems 340	\$ 4,99	+40	+40
Gems 740	\$ 9,99	+60	+140
Gems 1600	\$ 19,99	+120	+400
Gems 3500	\$ 39,99	+300	+1100
Gems 10000	\$ 99,99	+1250	+4000

Content	Cost
Bronze skin	Gems 250
Silver skin	Gems 1000
Gold skin	Gems 2000
Bronze lootbox	Gems 400(temp)
Silver lootbox	Gems 800(temp)
Gold lootbox	Gems 2000(temp)
Character	Gems 2000

Ads

Players can watch ads to:

- Speed up lootboxes opening process by half (once per day).
- Player can watch 1 add per day to gain 500 gold
- Players can watch 1 add per day to gain 5 upgrade tokens.

Metrics

- Total download number
- Monthly download number
- Daily active users (daily login from all the player in the world) (DAU)
- Monthly active users (at least a login in a month) (MAU)
- Average session length
- Churn rate (total download / MAU)
- Retention (the number of players returning after the first launch of the app)
- Average transaction value
- Average revenue per daily active user
- Average revenue per paying user
- Level where players spend more to buy gems
- Most purchased packages of gems
- Most purchased packages of gold
- Most used team
- Over performing team (to balance the passive ability)
- Under performing team (to balance the passive ability)

UI/UX

Flowchart

[05 UI Flow - draw.io \(diagrams.net\)](#)

Buttons

- Normal button: progresses to where the arrow points. Highlighted in green. (UI Flowchart)
- Back, Cancel: goes back to the previous window/screen. Highlighted in red.

- Drop-down Menu: opens up an internal, scrollable section in a window/screen when tapped. A previously opened drop-down menu will be closed, if present, when another is opened. Highlighted in light gray.
- Navigation bar: found in the lowest section on the screen. Composed of multiple buttons. These buttons will take the player to their corresponding screen when tapped.
Tapping on a navigation button corresponding to one's current screen will have no effect.
The navigation bar always stays in place when scrolling screens such as Shop. Highlighted in gray.

Other

- If clause; checks for conditions such as the player having enough money to buy an object then branches off into two possible outcomes, typically a Fail window and an on-screen event.

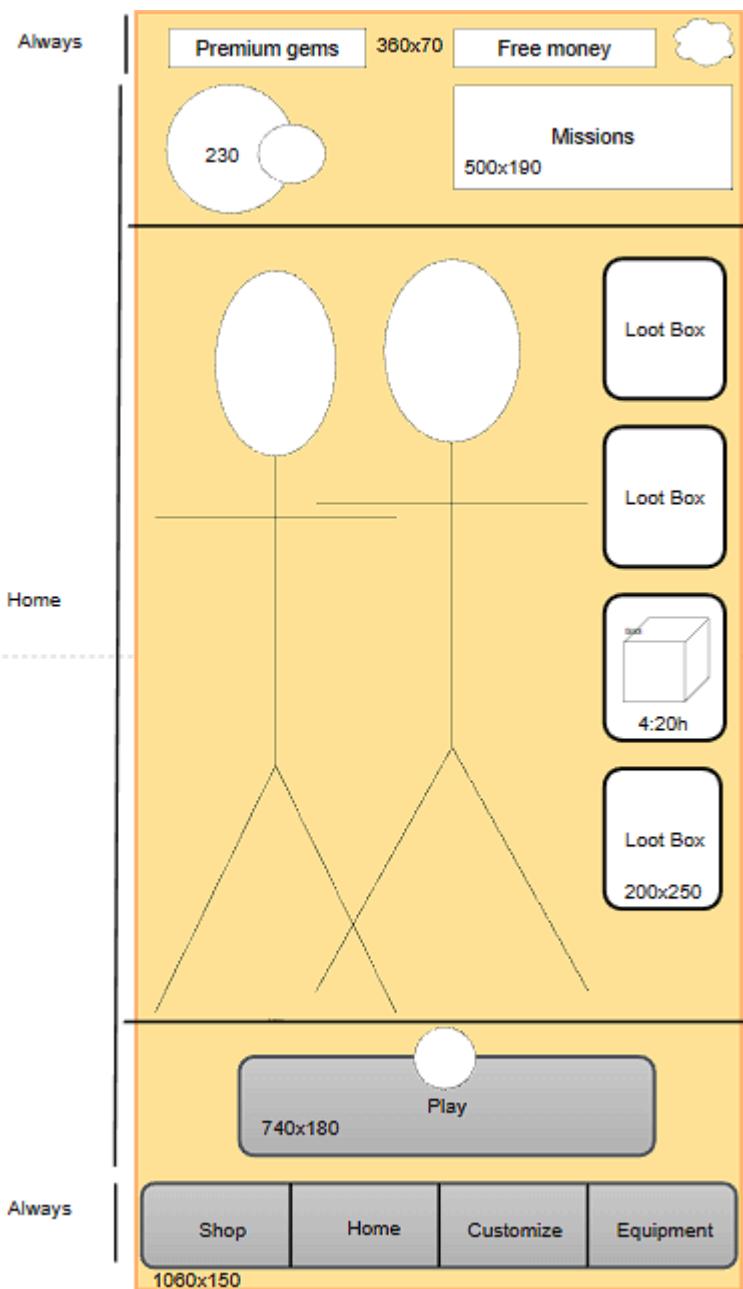
Wireframes

Measurements are based on a 1080 x 2280 screen.

Screens

Screens occupy a page of their own. The player can navigate through screens through navigation buttons.

Home



From left to right, top to bottom:

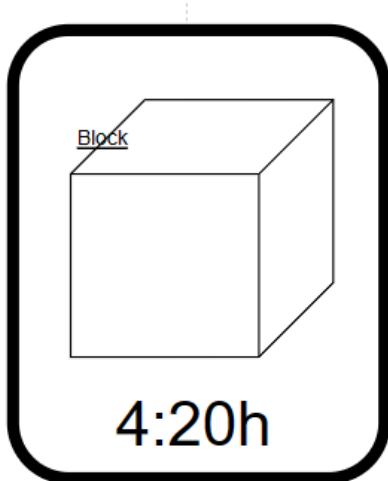
1. Premium currency: counter, keeps track of the amount of premium currency in the player's inventory.
2. Acquire premium currency: moves to the premium currency section in the [Shop](#) when tapped.
3. Free currency: counter, keeps track of the amount of free currency in the player's inventory.
4. Acquire free currency: moves to the free currency section in the [Shop](#) when tapped.
5. Settings button: opens the [Settings](#) window when tapped.
6. Player profile button:
 - Big circle shows the player's selected icon.
 - Small circle shows the player's current level.
 - Brings up [Player Profile](#) window when tapped.
7. Missions button:

- Contains Missions icon;
 - Brings up [Missions](#) window when tapped.
8. Striker and goalkeeper:
- Outfitted with selected skins.
9. 4 Lootbox slots:
- Contains a timer.
 - Lootbox behavior is further explained in [Lootbox UI](#).
 - Empty slots have no effect when tapped.
 - Occupied slots bring up the [Unbox](#) screen if the timer has run out.
 - Occupied slots bring up the [Speed Up](#) window if the timer hasn't run out yet.
10. Play button:
- Contains text : "Play".
 - Brings up [Matchmaking](#) screen when tapped.
11. Navigation bar; composed of 4 buttons. These buttons will take the player to their corresponding screen when tapped.
Tapping on a navigation button corresponding to one's current screen will have no effect.

Lootbox UI

- The player has 4 slots to store lootboxes.
- Storable lootboxes are gained through winning matches.
- When a lootbox is gained it will be stored in the first available slot.
- If no slots are available the lootbox will be scrapped after exiting the "Endgame" screen.
- Different lootboxes require varying amounts of [time](#) to be opened up.
- Lootboxes which are not gained through victory require no time nor free slots and instantly bring up the [Unbox](#) screen.
- Once a lootbox is opened it will disappear, the slot it was placed in becoming free once again.
- Only one lootbox at a time may be put in the opening process.

Lootbox button



The Lootbox button contains:

1. An image of the lootbox which currently occupies that slot, if present, or a plain slot.
2. Remaining time for the lootbox to open.
If a lootbox is being opened the timer must be “refreshed” every second so as to see the timer countdown in real time.

Speed Up

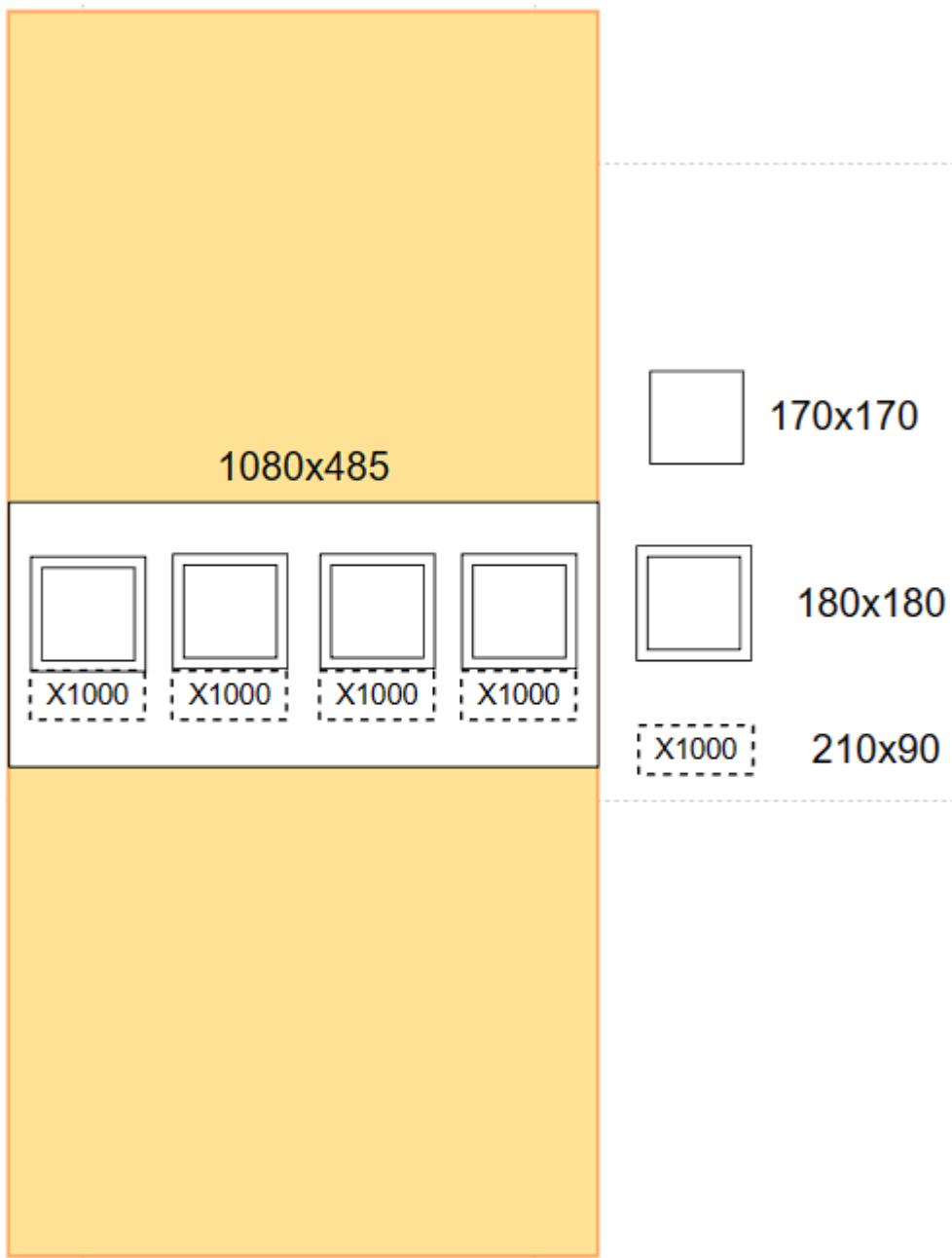


When the player taps on a lootbox which hasn't been chosen for opening or hasn't yet had its timer run out, the [Speed up](#) window pops up.

From left to right, top to bottom:

1. Window name
2. “X” Back button; goes back to the previous window/screen when tapped
3. [Text box](#)
4. Open button
 - Contains text: “Open”.
 - The text is swapped with a timer when the button is tapped. The timer immediately starts.
 - Button turns gray and non interactable if that same lootbox has finished opening, or if another one is in the process of being opened.
5. Ad button
 - Contains text: “Ad”.
 - Bring up a video ad; if watched for its full length the lootbox's timer is reduced by 30 min or get ready for the loot box to be open (if the timer is less).
6. Premium currency button
 - Contains text: “Gems”.
 - Brings up the [Confirm](#) window when tapped.

Unbox

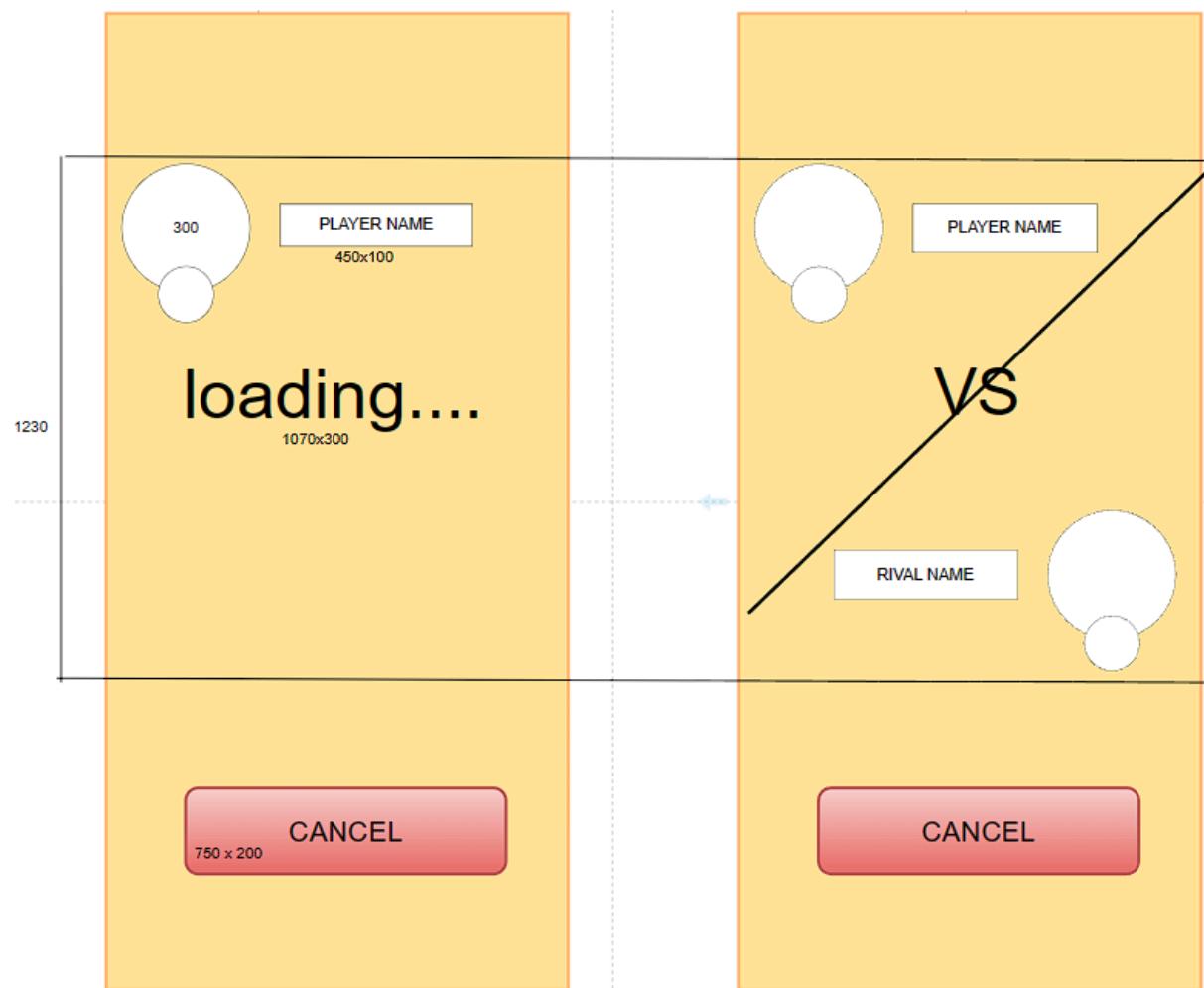


The player can close the window by tapping wherever.

When the player taps on a lootbox whose timer has run out, the [Unbox](#) window pops up.
From left to right, top to bottom:

1. Drops' icons and their amounts displayed in a text box.

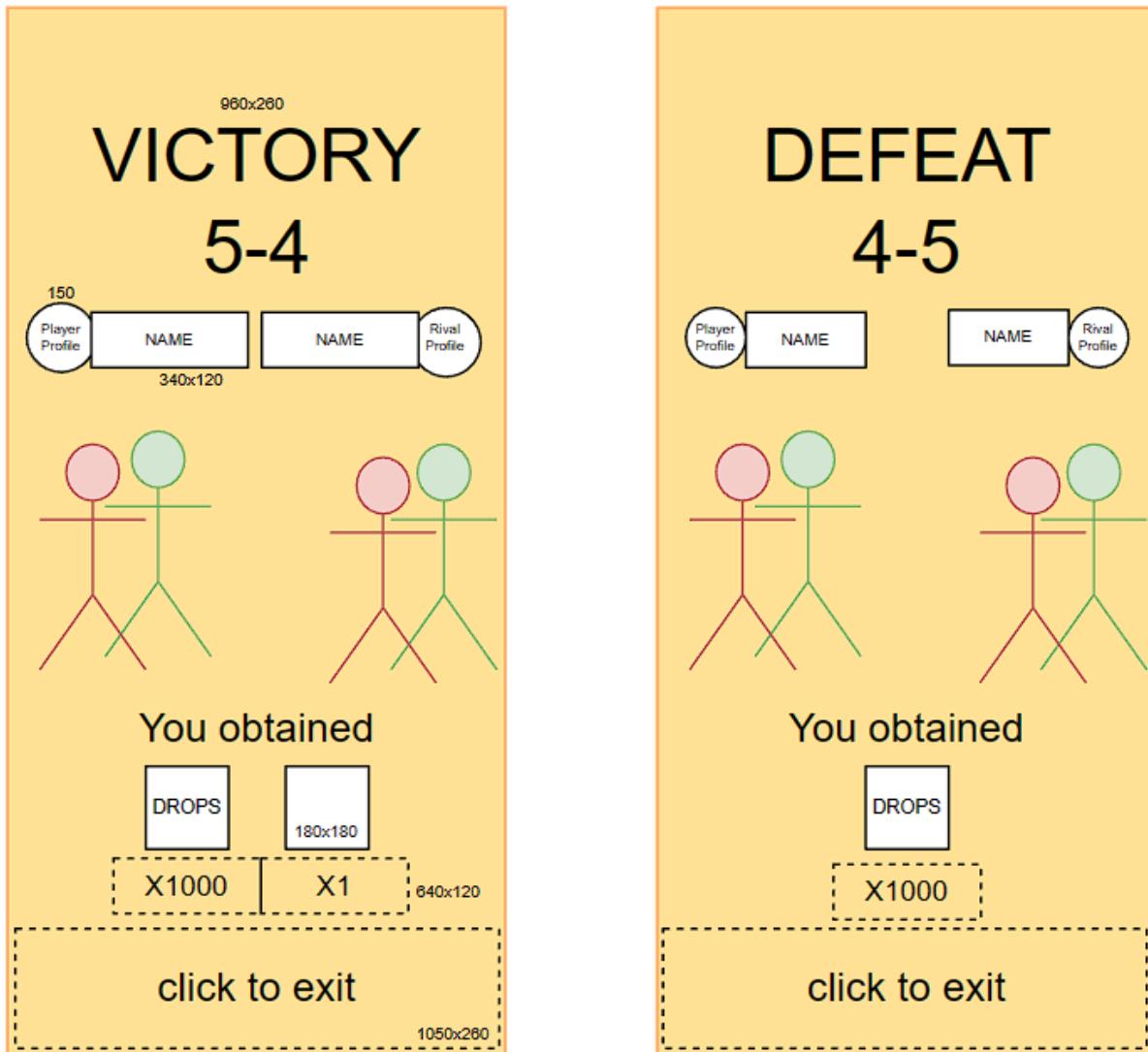
Matchmaking



From left to right, top to bottom:

1. Player profile picture:
 - Big circle shows the player's selected icon.
 - Small circle shows the player's current level.
2. Player name text box.
3. Loading icon: Swapped with VS image after the rival has been found.
4. Rival name text box: only appears after a match has been found.
5. Rival profile picture:
 - Big circle shows the rival's selected icon.
 - Small circle shows the rival's current level.
6. Cancel button: cancels search for a match and returns to the [Home](#) screen.

Endgame

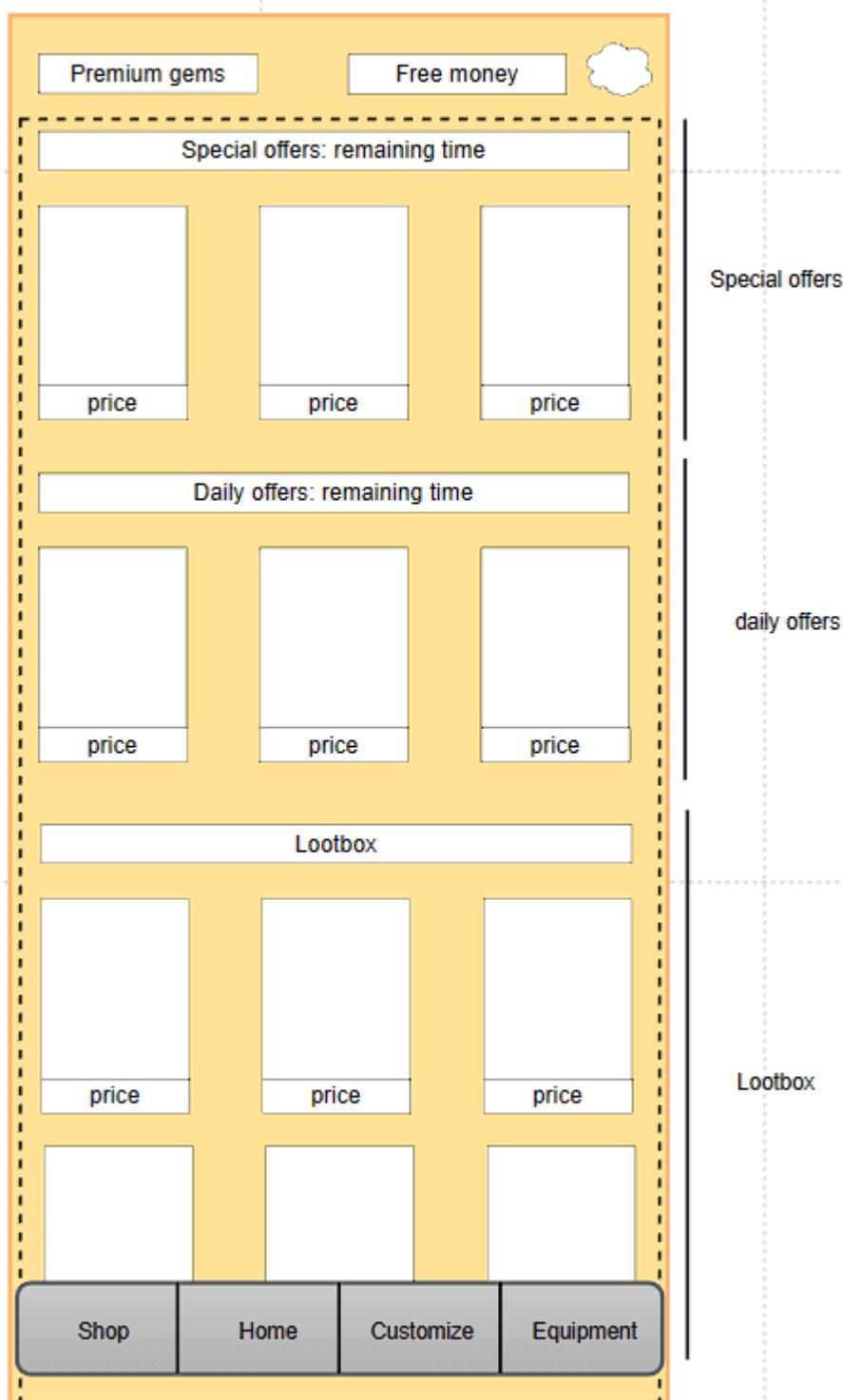


From left to right, top to bottom:

1. Match result from the player's perspective.
2. Match scores: player's score is on the left, rival's score is on the right.
3. Player profile picture and name: placed on the left side of the screen.
4. Player name text box: placed on the left side of the screen.
5. Rival name text box: placed on the left side of the screen.
6. Rival profile picture: placed on the right side of the screen.
7. Player's striker and goalkeeper: placed on the left side of the screen.
8. Rival's striker and goalkeeper: placed on the right side of the screen.
9. Drops' icons and their quantity displayed in a text box below.
10. Click to exit: composed of a text box and an area which returns players to the [Home](#) screen when tapped. The area encompasses the whole screen, allowing players to go back to the [Home](#) screen by tapping wherever.

Shop

[05_UI_Flow - diagrams.net](#)



This is a scrollable screen.

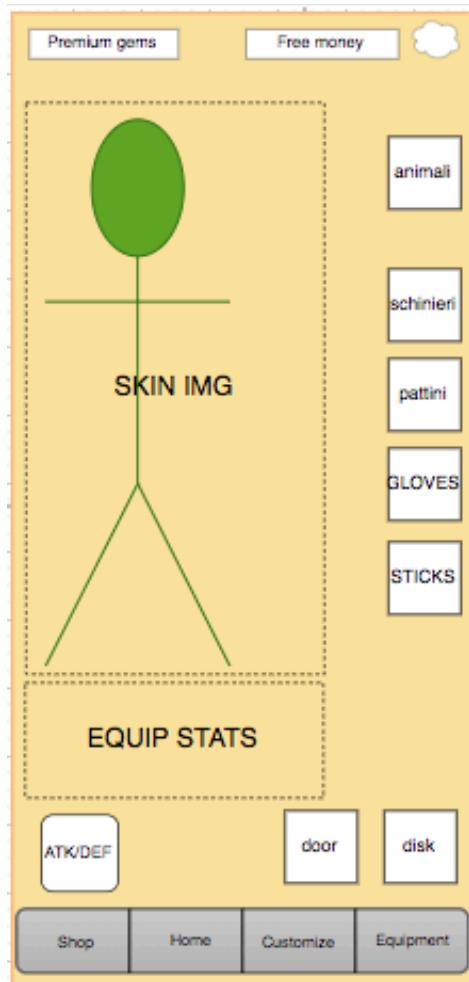
From left to right, top to bottom:

1. Premium currency: counter, keeps track of the amount of premium currency in the player's inventory.

2. Acquire premium currency: moves to the premium currency section in the [Shop](#) when tapped.
 3. Free currency: counter, keeps track of the amount of free currency in the player's inventory.
 4. Acquire free currency: moves to the free currency section in the [Shop](#) when tapped.
 5. Settings button: opens the [Settings](#) window when tapped.
 6. The shop is segmented as such:
 - o Each section begins with a text box displaying the sections' name.
 - o Rows with 3 items maximum:
 - Item icon (button)
 - Item cost
 - o The button brings up a [Confirm](#) window when tapped.
 7. Navigation bar: composed of multiple buttons.
- These buttons will take the player to their corresponding screen when tapped.
Tapping on a navigation button corresponding to one's current screen will have no effect.

Customize

[05_UI_Flow - draw.io \(diagrams.net\)](#)

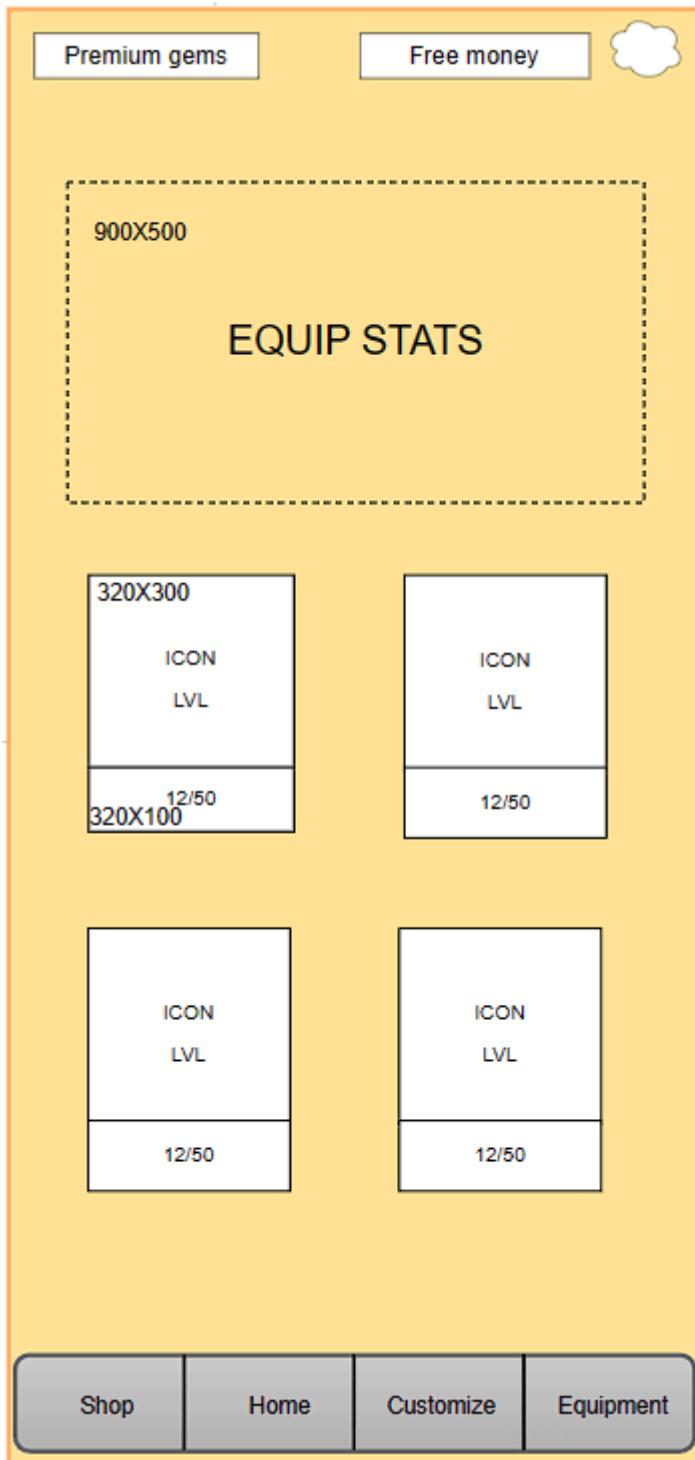


From left to right, top to bottom:

1. Premium currency: counter, keeps track of the amount of premium currency in the player's inventory.
2. Acquire premium currency: moves to the premium currency section in the [Shop](#) when tapped.
3. Free currency: counter, keeps track of the amount of free currency in the player's inventory.
4. Acquire free currency: moves to the free currency section in the [Shop](#) when tapped.
5. Settings button: opens the [Settings](#) window when tapped.
6. Character button:
 - Contains the Character icon.
 - Brings up the **Characters** drop-down window when tapped.
 - The player is able to select a character by tapping its respective icon.
 - Tapping a spot which is outside of the drop-down menu closes the menu.
7. Greaves button:
 - Contains the Greave icon.
 - Brings up the **Greaves** drop-down window when tapped.
 - The player is able to select greaves skin by tapping their respective icon.
 - Tapping a spot which is outside of the drop-down menu closes the menu.
8. Skates button:
 - Contains the Skate icon.
 - Brings up the **Skates** drop-down window when tapped.
 - The player is able to select skates skin by tapping their respective icon.
 - Tapping a spot which is outside of the drop-down menu closes the menu.
9. Gloves button:
 - Contains the Glove icon.
 - Brings up the **Gloves** drop-down window when tapped.
 - The player is able to select a gloves skin by tapping its respective icon.
 - Tapping a spot which is outside of the drop-down menu closes the menu.
10. Sticks button:
 - Contains the Stick icon.
 - Brings up the **Sticks** drop-down window when tapped.
 - The player is able to select a stick skin by tapping its respective icon.
 - Tapping a spot which is outside of the drop-down menu closes the menu.
11. Equipment stats: Text box indicating the passive skill specific to the current character.
12. ATK/DEF Button: switches between striker and goalkeeper customization and 3D model.
13. Puck button:
 - Contains the Puck icon.
 - Brings up the **Puck** drop-down window when tapped.
 - The player is able to select a Puck skin by tapping its respective icon.
 - Tapping a spot which is outside of the drop-down menu closes the menu.
14. Goal button:
 - Contains the Goal icon.
 - Brings up the **Goals** drop-down window when tapped.
 - The player is able to select a goal skin by tapping its respective icon.
 - Tapping a spot which is outside of the drop-down menu closes the menu.
15. Navigation bar: composed of multiple buttons.

These buttons will take the player to their corresponding screen when tapped.
Tapping on a navigation button corresponding to one's current screen will have no effect.

Upgrade

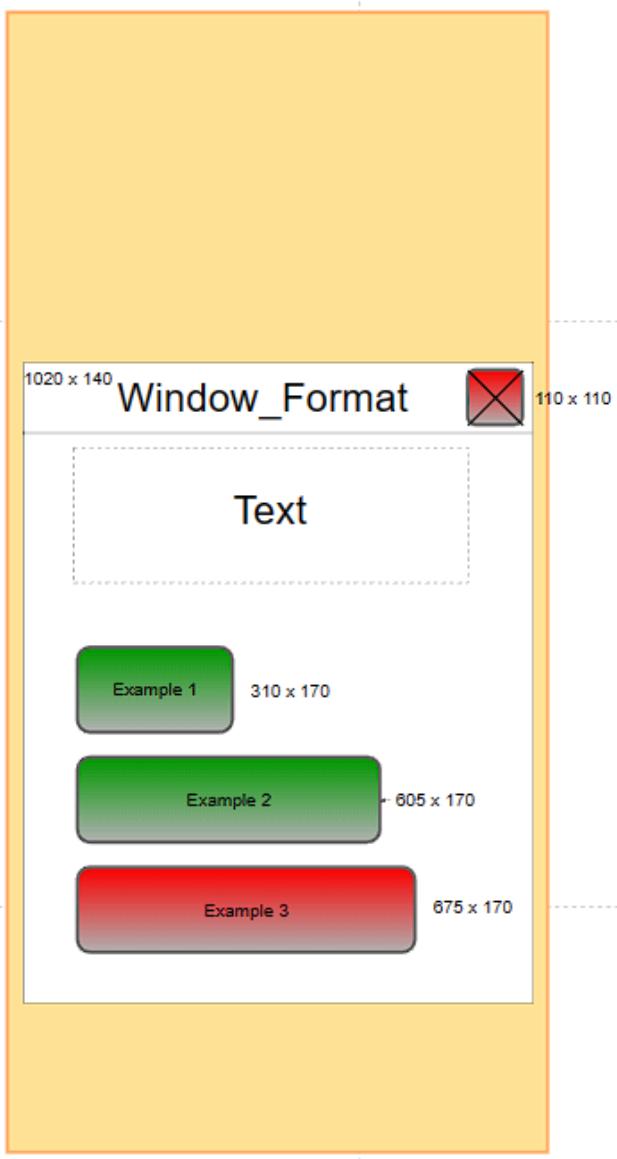


From left to right, top to bottom:

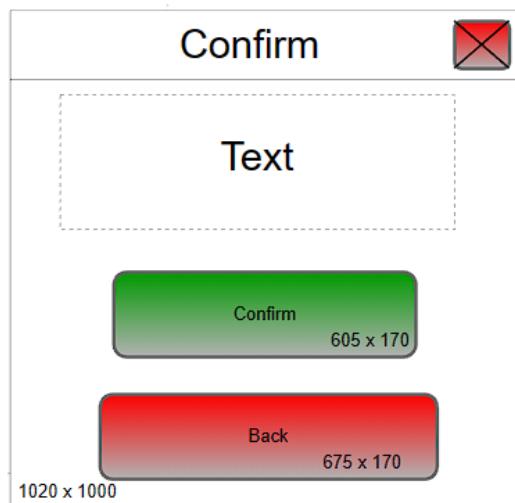
1. Premium currency: counter, keeps track of the amount of premium currency in the player's inventory.
2. Acquire premium currency: moves to the premium currency section in the [Shop](#) when tapped.
3. Free currency: counter, keeps track of the amount of free currency in the player's inventory.
4. Acquire free currency: moves to the free currency section in the [Shop](#) when tapped.
5. Settings button: opens the [Settings](#) window when tapped.
6. Text box representing the player's overall stats
7. Stick button
 - Contains the Stick+ icon.
 - Contains a text box displaying the ratio between copies in the player's inventory and the necessary copies for an upgrade.
 - Tapping the text box brings up the [Confirm](#) window.
8. Glove button
 - Contains the Glove+ icon.
 - Contains a text box displaying the ratio between copies in the player's inventory and the necessary copies for an upgrade.
 - Tapping the text box brings up the [Confirm](#) window.
9. Greaves button
 - Contains the Greave+ icon.
 - Contains a text box displaying the ratio between copies in the player's inventory and the necessary copies for an upgrade.
 - Tapping the text box brings up the [Confirm](#) window.
10. Skates button
 - Contains the Skate+ icon.
 - Contains a text box displaying the ratio between copies in the player's inventory and the necessary copies for an upgrade.
 - Tapping the text box brings up the [Confirm](#) window.
11. Navigation bar: composed of multiple buttons.
These buttons will take the player to their corresponding screen when tapped.
Tapping on a navigation button corresponding to one's current screen will have no effect.

Windows

- Windows are pop-ups which appear over screens.
- All windows are centered unless specified otherwise.
- They all contain a text box displaying the window's name and an "X" Back button.
- By tapping the "X" Back button or an external area the window is closed and eventual processes are canceled.
- They contain a text box other than the window name and include buttons and other elements.
- They appear with a fade-in and disappear with a fade-out. (No rough ON/OFF effect)



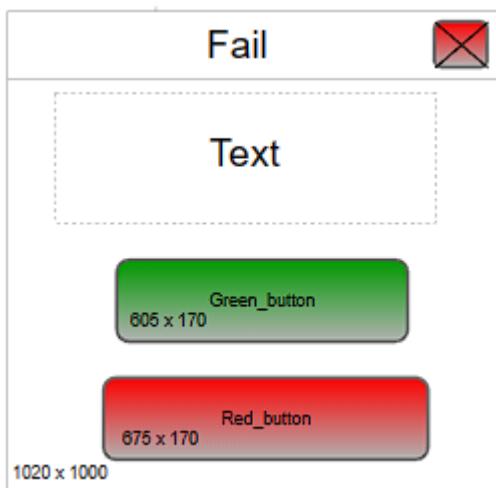
Confirm



The Confirm window contains:

- A text box displaying the windows name.
- A “X” Back button,
- A text box ([Textbox table](#)).
- 2 other buttons:
 - green_button: “Buy”
 - red button: “Back”

Fail



The Fail window contains:

- A text box displaying the windows name.
- A “X” Back button.
- A text box ([Textbox table](#)).
- 2 other buttons:
 - green_button: “Go to shop”
 - red button: “Back”

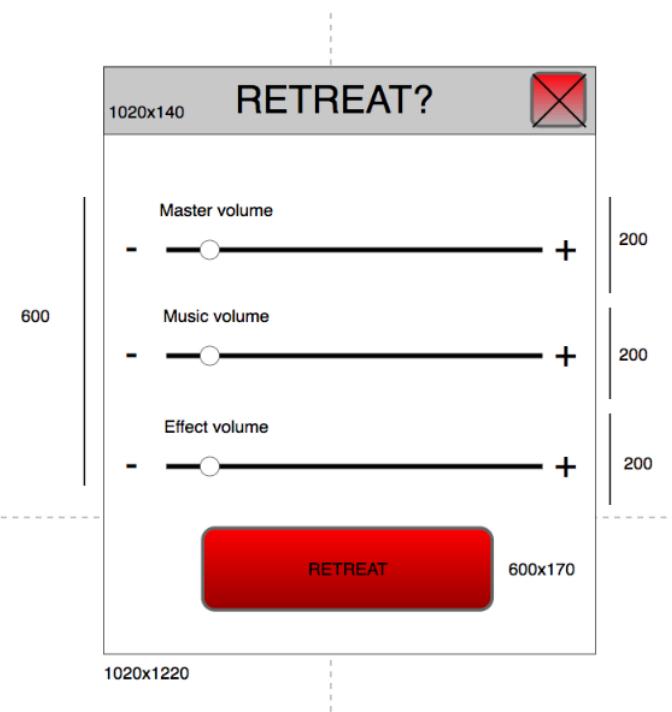
Success



The Success window contains:

- A text box displaying the windows name.
- A “X” Back button.
- Text box:
 - Text: “Success!”

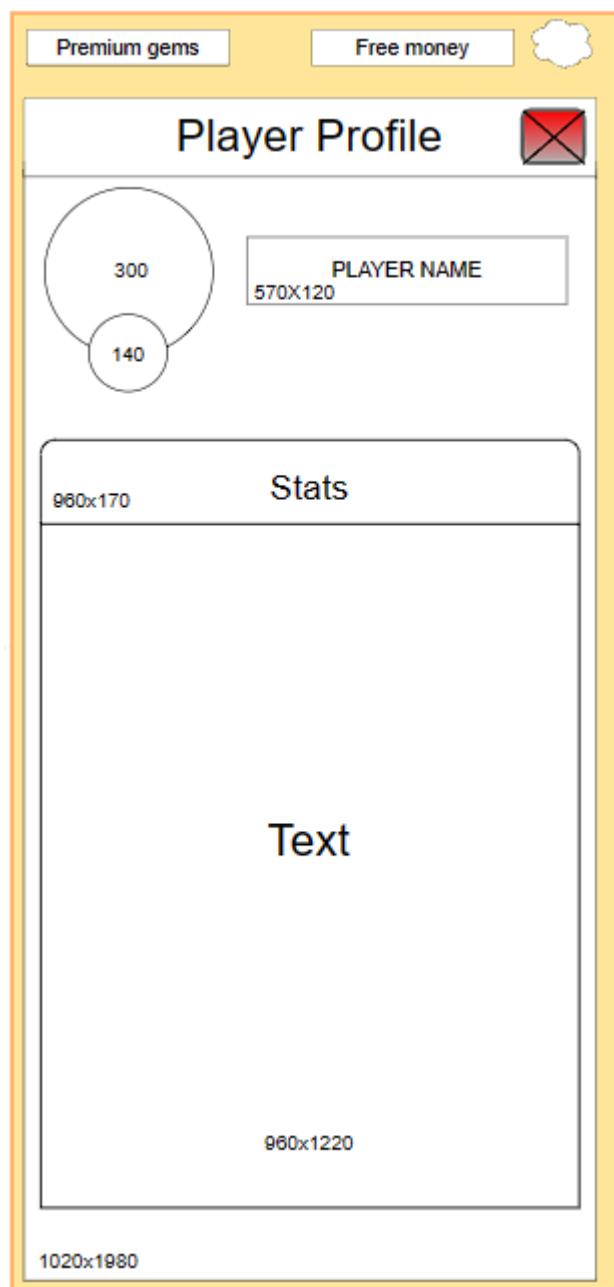
Retreat



From left to right, top to bottom:

1. Window name.
2. "X" Back button; goes back to the game.
3. Master volume slider; regulates music and effects' volume, see [Volume](#).
4. Music volume slider; regulates music's volume, see [Volume](#).
5. Effects volume slider; regulates effects' volume, see [Volume](#).
6. Retreat button: ends match and brings up the [Endgame](#) screen, this assigns a Defeat to the retiring player and gives no reward.
 - a. Text: "Retreat"

Player profile

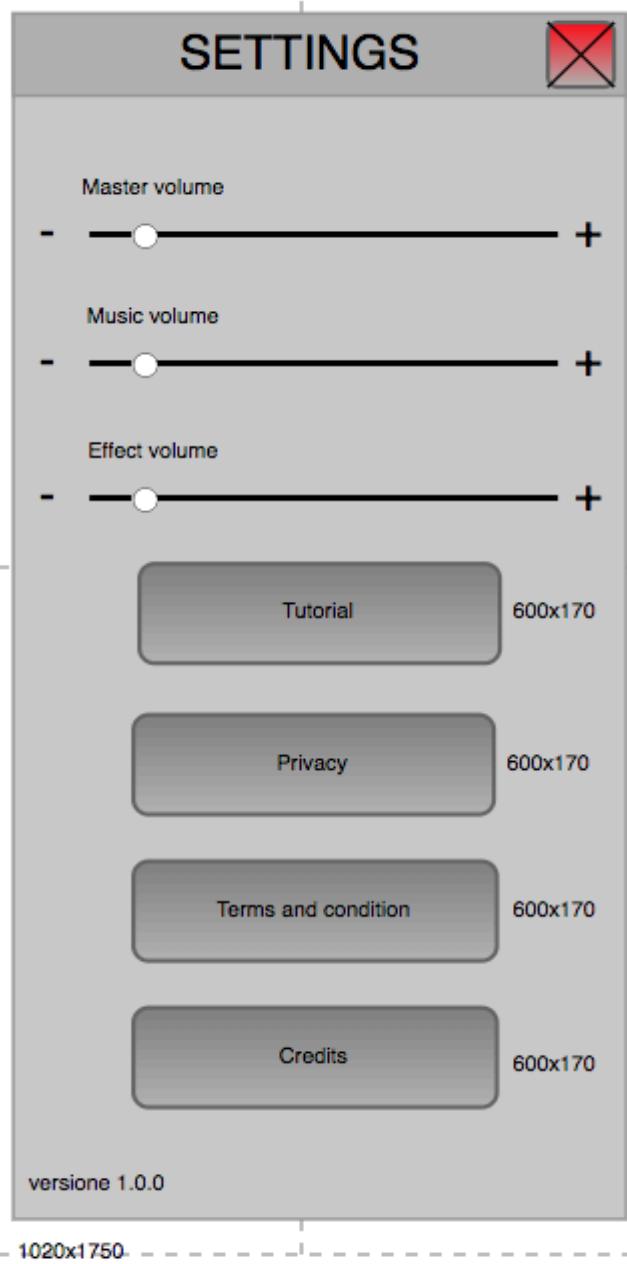


From left to right, top to bottom:

1. Window name.
2. "X" Back button; goes back to the previous window/screen when tapped.
3. Player name; allows players to change their name when tapped:
 - Players get 1 free name change.
 - If they have not changed their name yet, tapping on the player name brings up the cell phone's keyboard.
 - Tapping Enter will save changes made to one's name.
 - Tapping outside of the keyboard's area closes the keyboard and cancels name change.

- If players have already used up their free name change, tapping Player name opens up the [Confirm](#) window.
4. Player's current level.
 5. Stats; scrollable text box containing various info about the player's performances:
 - Matches played
 - Win/Loss ratio
 - Favorite Team (team most used)
 - Goals scored
 - Perfect Shots performed
 - Shots blocked

Settings



This is a scrollable window.

From left to right, top to bottom:

1. Window name.
2. "X" Back button: goes back to the previous window/screen when tapped.
3. Master volume slider: regulates music and effects' volume, see [Volume](#).
4. Music volume slider: regulates music's volume, see [Volume](#).
5. Effects volume slider: regulates effects' volume, see [Volume](#).
6. Tutorial button: allows to replay the tutorial by opening the [Confirm](#) window.
7. Privacy button; opens up **Privacy** window when tapped (coming soon).
8. Terms and Conditions button; opens up **T&C** window when tapped (coming soon)
9. Credits button: opens up the Credits window when tapped.
10. Text box with the build info number

Volume

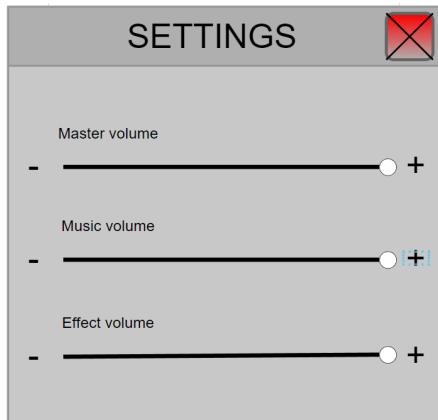
The three sliders adjust: general volume, music volume, and effects volume (everything that is not music).

They have a value from 0% to 100% depending on the position of the indicator (integer or float at the discretion of the programmers) with the left margin corresponding to 0 and the right margin to 100, and the player can move them by tapping plus and minus on the left and right sliders side.

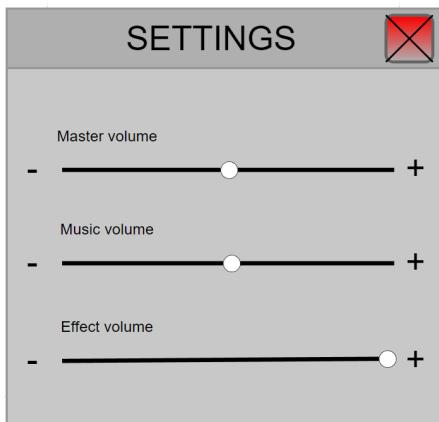
The value of the master changes the general volume of the game in relation to the volume of the device.

The value of music and effects change the volume of the relative field in relation to the master volume.

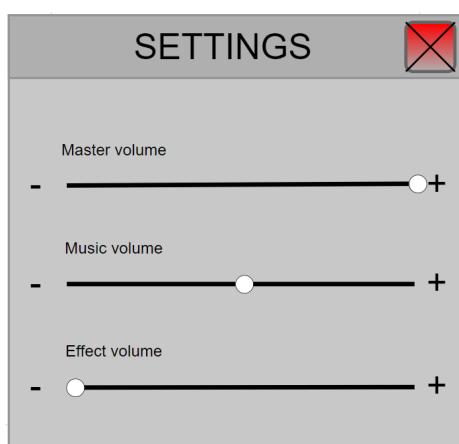
I.E.



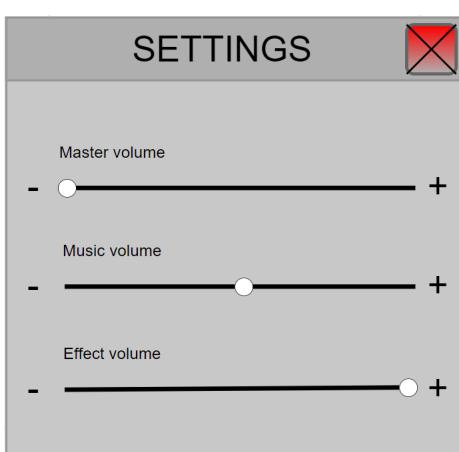
All volumes are the same as the device.



Music volume equal to 25% to that of the device
Effect volume equal to 50% to that of the device



Music volume equal to 50% to that of the device
Effect volume is mute (0% to that of the device)



Everything is mute

Free Currency

Keeps track of the amount of free currency in a player's inventory.

When currency is added or subtracted from a player's inventory the counter is updated in real time.

Premium Currency

Keeps track of the amount of premium currency in a player's inventory.

When currency is added or subtracted from a player's inventory the counter is updated in real time.

UI Text

SCREEN	WINDOW	TEXT
All except Upgrade	Confirm	<i>Do you want to proceed?</i>
Upgrade	Confirm Skates	<i>Skates improve your striker's ability to make tight turns. Proceed?</i>
Upgrade	Confirm Stick	<i>The stick enhances the speed of your shots. Proceed?</i>
Upgrade	Confirm Greaves	<i>Greaves improve your goalkeeper's movement speed. Proceed?</i>
Upgrade	Confirm Glove	<i>The glove allows you more time to block shots. Proceed?</i>
Upgrade	Fail (no gold)	<i>You don't have enough gold. Do you want to get more in the Shop?</i>
Upgrade	Fail (no tokens)	<i>You don't have enough tokens. Do you want to get more in the Shop?</i>
Upgrade	N/A (Textbox above icons)	<ul style="list-style-type: none"> • Striker movement speed: [current value] • Shot speed: [current value] • Goalkeeper movement speed: [current value] • Block power: [current value]
Home	Speed Up	<i>This will open in [lootbox opening time]. Watch an ad to speed up the process or use gems to open it instantly.</i>

Home	Speed Up Fail	<i>You don't have enough gems. Do you want to get more in the shop?</i>
Shop	Purchase Fail	<i>You don't have enough gems. Do you want to get more in the shop?</i>

Tutorial

The tutorial consists of gameplay photos, with highlighted parts to point players to the most important parts of the UI. In addition to that, there will be scripts to explain in short sentences the crucial information to be able to play the game.

For more information look [here](#).

The tutorial is presented to players, during their first game and then can be reviewed at any time from the settings menu.

Live Ops

To see the live ops calendar click [here](#).

Block & Goal cut scenes

At the end of each turn a very quick cutscene is shown where players can better see the outcome of their own shot or save, for the last one the direction in which they are parrying is also counted. so for example top right or bottom center will have two different animations.

Some are already ready [here](#), (obviously in the game they will be looped and so they will look more realistic).

Missions

Quests are of varying lengths and are divided into:

- Daily
- Weekly
- Milestone.

They have varying difficulties and yield different amounts of resources.

Daily and weekly missions grant an additional reward if the whole mission set is completed before they expire.

Daily Missions

Set of 4 missions which have to be completed within 24 hours.

They yield mediocre amounts of resources due to them being a renewable source.

REWARD: 1250 coins per mission completed, 10 gems by clearing all 4.

- “Complete 5 matches”
- “Win 3 matches”
- “Play 2 matches with the Capital Wings”
- “Play 2 matches with the Pit Penguins”
- “Play 2 matches with the Manitoba Moose”
- “Play 2 matches with the Snowcats”
- “Perform 7 blocks”
- “Perform 7 perfect shots”
- “Score 7 goals”
- “Open up 1 lootbox”
- complete all daily missions

Weekly Missions

Set of 5 missions which have to be completed within 7 days.

They take longer to complete than daily missions, thus granting more abundant amounts of resources.

REWARDS: 10000 coins per mission completed, 100 gems if the player complete all of them

- “Complete 40 matches”
- “Win 10 matches”
- “Play with the Capital Wings 5 matches”
- “Play with the Pit Penguins 5 matches”
- “Play with the Manitoba Moose 5 matches”
- “Play with the Snowcats 5 matches”
- “Perform 35 blocks”
- “Perform 35 perfect shots”
- “Score 35 goal”
- “complete all weekly missions”

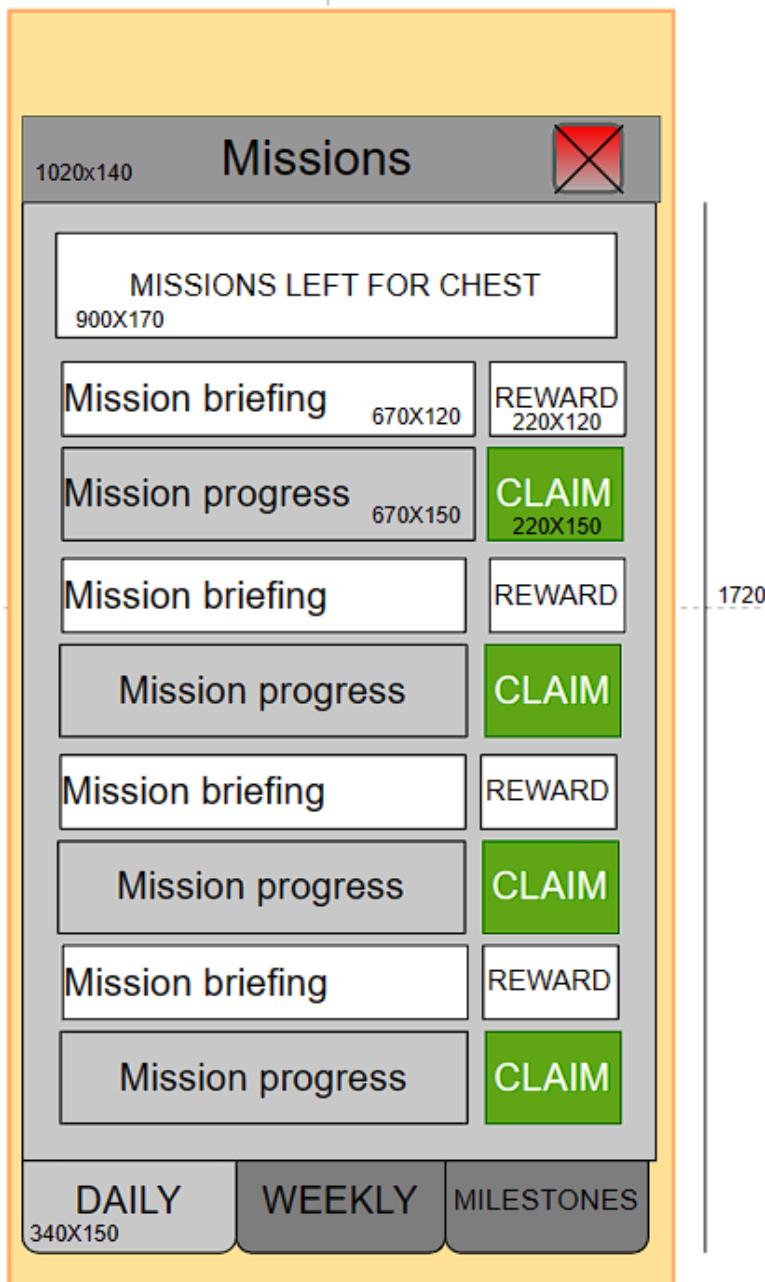
Milestones

One-time missions leading to bigger iterations of themselves (e.g.: Win 2, 5, 10 matches); they reward the player with premium currency and more abundant amounts of resources.

- Complete the Tutorial (1 time). Reward: unlock first animal team
- Play 10/100/1000/10000 matches. Rewards: 25/50/250/500 gems
- WIn 10/100/1000/10000 matches. Rewards: 50/100/500/1000 gems
- Win 5/50/500/5000 matches with the Capital Wings. Rewards: 25/50/250/500 gems
- Win 5/50/500/5000 matches with the Pit Penguins. Rewards: 25/50/250/500 gems
- Win 5/50/500/5000 matches with the Manitoba Moose. Rewards: 25/50/250/500 gems
- Win 5/50/500/5000 matches with the Snowcats. Rewards: 25/50/250/500 gems
- Reach level 10/20/30/40/50. Rewards: skins
- Upgrade stick to level 10/20/30/40/50. Rewards: 40/80/160/240/480 gems

- Upgrade skates to level 10/20/30/40/50. Rewards: 40/80/160/240/480 gems
- Upgrade glove to level 10/20/30/40/50. Rewards: 40/80/160/240/480 gems
- Upgrade greaves to level 10/20/30/40/50. Rewards: 40/80/160/240/480 gems
- Score 100/1000/10000 goals. Rewards: 20/50/150/300 gems
- Perform 100/1000/10000 perfect shots. Rewards: 25/50/250/500 gems
- Block 100/1000/10000 shots. Rewards: 20/50/150/300 gems
- Open up 5/20/100/1000 lootbox. Rewards: 25/50/250/500 gems

Missions UI wireframe



This is a scrollable window.

From left to right, top to bottom:

1. Window name

2. “X” Back button; goes back to the previous window/screen when tapped
3. Text box displaying ratio between number of completed missions and number of missions required to unlock the daily lootbox. At its right, an interactable lootbox icon which will bring up the Unbox window when all necessary missions have been completed.
4. Mission briefing; a text box displaying instructions regarding how to complete a specific mission.
5. Reward; icon displaying which item the player will gain after completing a mission. Also has a text box specifying quantity.
6. Mission progress; text box with numbers signifying mission progress. (e.g.: Perfect shots 7/10)
7. Claim button; once a mission is completed, tapping the Claim button will add items in the Reward icon to the player’s inventory.
8. Daily Missions button; brings up the Daily Missions drop-down menu.
9. Weekly Missions button; brings up the Weekly Missions drop-down menu reserved for more lengthy tasks.
10. Milestones button; brings up the Milestones drop-down menu reserved for one-time-only tasks.

Ranking system

- There are seven divisions
- New players will start in the 7th division and by winning matches they will earn points. Every 2 weeks there is a reset, if players are in position for promotion they will go up a division. From the sixth division onwards if players do not score enough points and are therefore in the last places in the leaderboard they will be relegated down a division.
- There is a local leaderboard based on the region where players are.
- There is a global leaderboard based on all players in the world where players can see the best players in the top positions of the first division.
- Based on their position the players obtain better rewards, in addition to the division increase.

Friend List

- Shows the list of friends.
- By clicking on them players can see a report of their statistics and the option to remove them.
- It will be located in the player profile;
- Players can add and remove friends;
- Players can send 1v1 request to play a friendly match;
- Players can send and receive gifts (coins/upgrade token) once per day;
- Players can add friends from the leaderboard or from the socials.

Social connection

- Players can connect their profiles with Facebook, Twitter, Discord, Google Play.

- From here players can add friends to their friend list.
- When a player connects to a new social, they receive a reward TBD gems.

Icons and Frames

Icons

- They are the player's profile image, they will represent the characters in the game in various poses and more.
- When this feature launches, players will be given one icon that is automatically equipped in their profiles.
- Players can obtain them through milestone missions, season passes and IAPs.
- The past season icon and the premium ones can be purchased in the shop with gems.
- They are customizable from the player's profile, where there is a list of all those unlocked and then they can be equipped with a simple tap.
- During the matchmaking phase you will be able to see your own and your opponent's to get a preliminary idea of the skill of who you are about to face and to show off.
- icon cost: 200 gems.

Frames

- They are the frames around the player profile image.
- Players can obtain them through the ranking system, the higher the division reached the more flashy and glitzy the frame will be.
- The frame is automatically assigned to the player based on their division and is updated at reset (every 2 weeks).
- During the matchmaking phase you will be able to see your own and your opponent's to get a preliminary idea of the skill of who you are about to face.

Level indicators backgrounds

- They are the backgrounds behind the level indicator.
- Players can obtain them through the leveling system, the higher the level reached the more flashy and glitzy the background will be.
- The background is automatically assigned to the player based on their level.
- During the matchmaking phase you will be able to see your own and your opponent's to get a preliminary idea of the skill of who you are about to face.

Chat system through emote

- To communicate with the opponent during matches, it is not a text chat both for immediacy and to avoid issues related to harassment through texts.
- Players have 9 emotes slots available that they can customize (in the customization menu) to communicate with their opponents by clicking above their profile icon during the game. The emote remains on the screen (below one's score for TBD seconds), no more than three emotes can be sent in close sequence.

- At the launch of this feature there will be 9 emotes per team.
- Next in the season pass will be 9 emotes related to the season's new character.
- In addition, there are premium emotes that can be bought in the shop.

They are used to express the extremes of the emotional spectrum such as anger, sadness, hilarity.

Reference:



Poses

- The poses are short animations equippable by the players that will be played at the beginning and end of the match (start those of presentation, end defeat or victory e.g., the fist in the air for the winner or a head shake for the loser).
- Players will be able to equip them from the customization menu.
- They are specific to each team and therefore not interchangeable.
- When this feature launches, players will be given one pose per slot for each animal in the game (so 12 poses in all).
- When a new team is unlocked, the 3 basic poses are given to the player and automatically equipped in the available slots.
- In each new season pass there will be premium poses (not related only to the new season team).
- In the shop there are poses from past seasons and premium poses that can be purchased through gems.
- cost normal pose:250 gems;
- cost repurposed pass pose:500 gems,

Login calendar

- Players receive a reward once a day for logging into the game.
- There are increasing rewards for logging in on successive days. The maximum reward is reached after 7 consecutive days, after collecting it the cycle starts again as from the first day.
- If the player does not log on for one or more days the days count will reset and the player starts over from the first day's reward.
- Player through this can obtain coins, gems, bronze lootboxes and silver lootboxes;

Shop bundle

- There are bundles in the shop, which are changed daily, with bundles of skins, emotes, poses, icons, etc., inside.
- Players will be able to purchase bundles of gems that will cost less than normal, but in order to receive the full amount purchased, the player will have to log in consecutively for one month. If the player does not log in on any day of the month the recompenses for that day will be lost.
- From season 3 onward, packages with teams , skins, emote, poses, etc. related to them will be added.

Season Pass

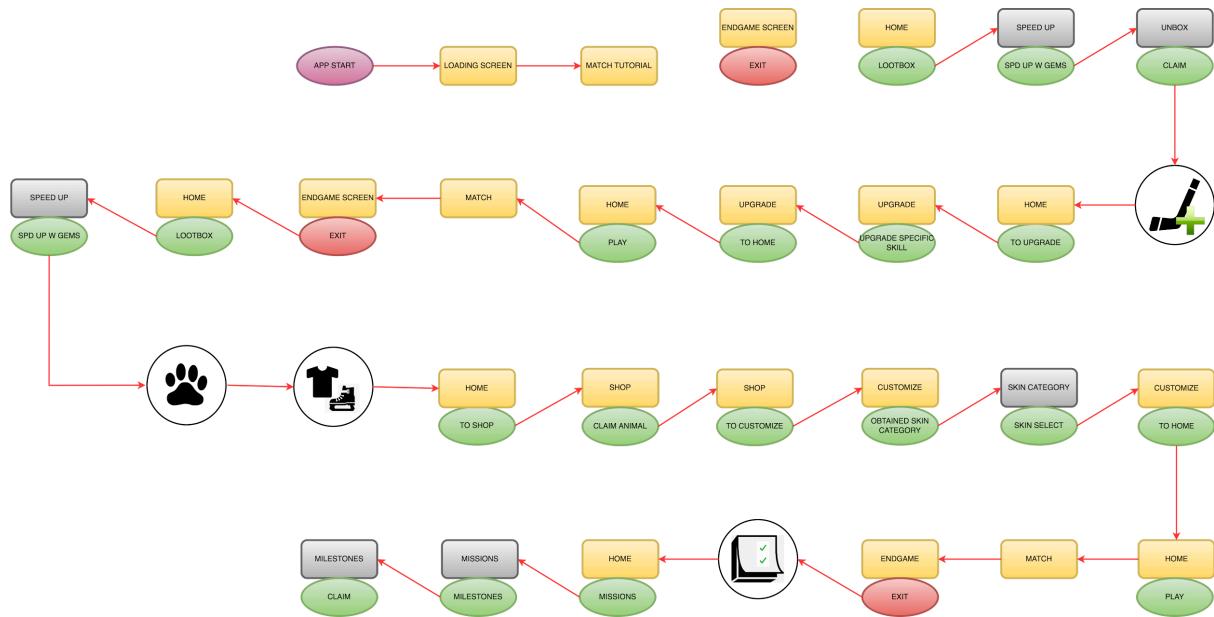
- The season pass will cost 9,99 \$,it lasts 1 month and has 50 levels; players can level up by completing daily and weekly missions. Each mission will give experience that will allow players to reach the maximum level even if a few days of play have been skipped.
 - There are two versions: a free pass with basic rewards and a premium pass, being purchasable through gems or IAP, that have better items within it.
 - In each pass players will be able to unlock a new team with the difference that the premium ones will unlock it as the first level of the pass and the free pass users will unlock it as the last reward.
 - The premium pass also benefits players by giving an extra daily mission and two weekly missions so as to speed up and simplify progression.
 - Buying the premium pass after having unlocked levels in the free pass, unlock those same levels in the premium pass.
 - In the shop there is a bundle to buy the season pass and start with 10 levels ahead, and players can skip season pass levels by paying gems.
 - Adding a new section to the home page, a scrollable page displaying rewards which can be claimed by reaching levels and the current status of the player.
 - A new section is added to the mission screen specifically for season pass missions, one mission per day can be changed by watching one ad.
 - Each season pass will be thematic with rewards related to that specific theme
-
- ❖ List of rewards provided in the free season pass
 - New Characters (At the end)
 - Icons
 - Gold
 - Gems
 - Upgrade token
 - ❖ List of rewards provided in the premium season pass
 - New Characters (At the beginning)
 - New Skins

- Icons
- Emotes
- Poses
- Gold
- Gems
- Upgrade token

Active Skills

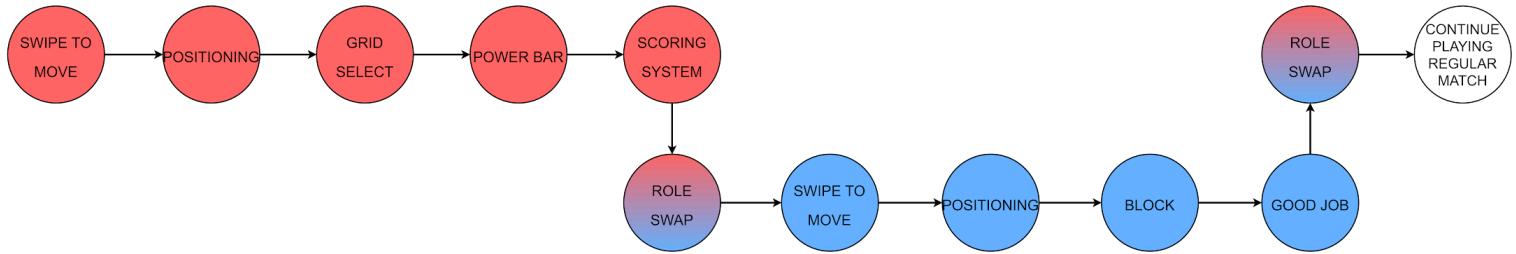
- With the annual anniversary a new set of skill will be introduced in the game
- Starting from season 10th and onward every season a new couple of active skills gets added to the game one for the attacker one for the defender that can be changed at will.
- They are bound to a new pair of equipment, the helmet and the body armor respectively for the attacker and the defender.
- This new equipment will not be counted in the player level.
- Players can find this in the season pass (free and premium the same way as the teams). Or buy them in the shop with gems.
- This item can be also upgraded to get a better bonus in the skill or use it more often.

Tutorial rework



1°Step

Gameplay Tutorial



The in-game tutorial is shown by dimming the screen to highlight points of interest and text, such as: key points of the user interface with references to key indicators of the game, the scoring system, and general rules of the game. Both from the perspective of the attacker and the goalkeeper.

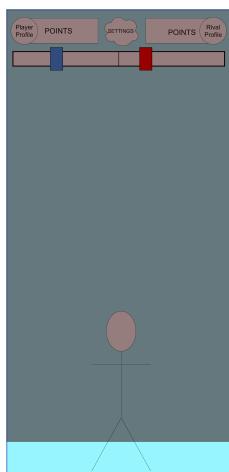
The player will first go through all the steps of the attack phase. After finishing the shooting phase, the scoring system and rules for winning the match will be explained. There will then be a change of role with the goalkeeper, and again all its steps will be explained. At the end of this phase the match will continue in a regular manner until the player wins (the player MUST win this match), the recompense will be gold and a lootbox that will have a default loot needed to allow him to make the first upgrade.

When the tutorial screens appear, time in the game stops, giving the player a chance to comfortably read the on-screen instructions.

The tutorial screens will have a 2-second timer in which all interactions will be blocked.

When the time expires, tapping anywhere on the screen will remove the tutorial and the action will resume.

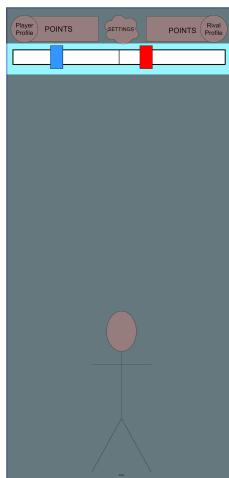
MG1 Attacker



Moving

As soon as the player enters the game at the expiration of 3 sec the first page of tutorial appears. Everything is dimmed and only the relevant part remains lit (as in the picture). After 2 seconds the player can click anywhere and trigger the second page.

Text = "USE YOUR FINGER TO MOVE!"

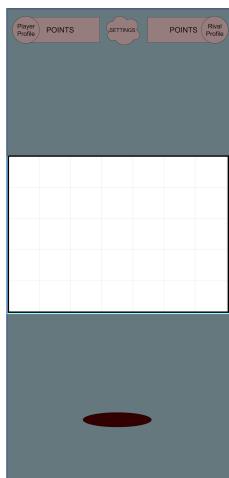


Positioning

As soon as the player clicks to remove the first page the second one appears. Everything is dimmed and only the relevant part remains illuminated (as in the figure). After 2 seconds have passed, the player can click anywhere and the game resumes advancing normally, until the next stage.

Text= "STAY AWAY FROM THE BLUE MARKER TO INCREASE YOUR SCORE!"

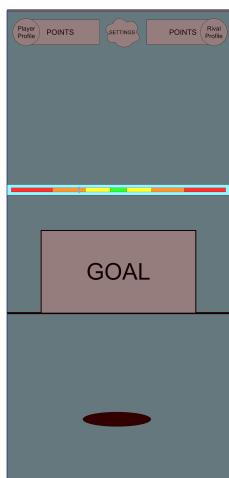
MG2 Attacker



Aim

As soon as the player gets to the firing line the third page appears. Everything is dimmed and only the relevant part remains illuminated (as in the figure). After 2 seconds have passed, the player can click anywhere and the game resumes advancing normally, until the next stage.

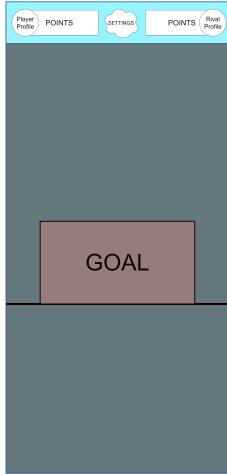
Text= "TAP THE GOAL TO AIM..."



Shoot

As soon as the player decides where to pull the fourth page appears. Everything is dimmed and only the relevant part remains illuminated (as in the figure). After 2 seconds have passed, the player can click anywhere and the game resumes advancing normally, until the next stage.

Text= "... AND TAP AGAIN TO SHOOT! MIND THE TIMING!"

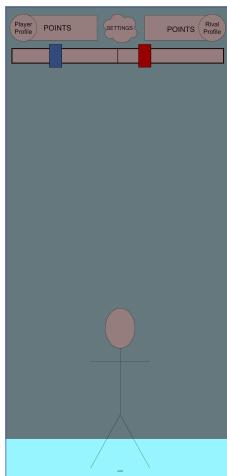


Score System

As soon as the puck enters the goal or is parried the score system page appears. Everything is dimmed and only the relevant part remains illuminated (as in the figure). After 2 seconds have passed, the player can click anywhere and the role swap is done, thus starting the tutorial in the goalkeeper's shoes.

Text = "Each player has 3 shots to determine victory; In the event of a tie, the game continues until one player takes the lead."

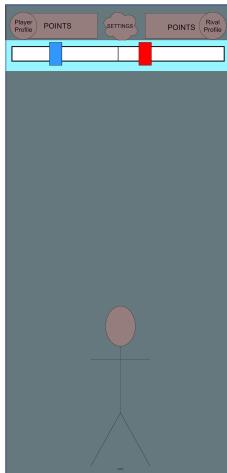
MG1 Goalie



Moving

As soon as the role change takes place and the timer ends the first page appears . Everything is dimmed and only the relevant part remains illuminated (as in the figure). After 2 seconds have passed, the player can click anywhere and the second page appears.

Text= "USE YOUR FINGER TO MOVE!"

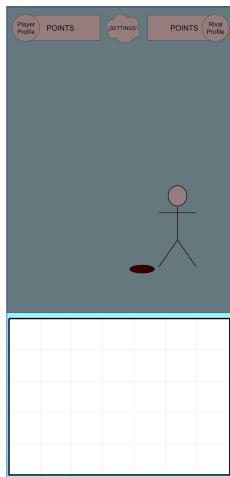


Positioning

As soon as the first page is closed, the second page opens automatically. Everything is dimmed and only the relevant part remains illuminated (as in the figure). After 2 seconds have passed, the player can click anywhere to resume the action, which will continue until the last step.

Text = "STAY CLOSE TO THE RED MARKER TO INCREASE YOUR SCORE!"

MG3 Goalie



Block

Just before the puck is thrown the third page appears. Everything is dimmed and only the relevant part remains illuminated (as in the figure). After 3 seconds have passed, the player can click anywhere to restart the action, which will continue until the end of the game.
Text = "TAP TO BLOCK! MIND THE TIMING!"

In the first game the player MUST win the game in order to get the lootbox.

Speed up & Upgrade tutorial

Speed Up

1. Once you return to the Home screen the lootbox slot will be filled with a lootbox and the screen will darken, leaving the lootbox slot and surrounding area illuminated.
2. A text displaying "*You obtained a lootbox! Let's see what's inside!*" appears beside the lootbox slot.
3. The player has no other option than to click the lootbox slot.
4. Once the lootbox slot is clicked, the text disappears, the screen re-illuminates, and the Speed Up window is opened and then darkens again, with the Speed Up by Gems button being illuminated and a "*Use gems to open it now!*" text at the side.
5. The player has no option to click any button other than Speed Up by Gems.
6. Once Speed Up by Gems is clicked the screen is lit again, the Speed Up window is closed, and the Unbox window is switched.
7. Clicking anywhere on the screen will close the Unbox window.

Upgrade

1. In the first lootbox the player will find enough tokens to upgrade a skill. Once the Unbox window is closed the screen will darken around the Navigation Bar button "Upgrade" with a text displaying "*You got enough tokens to upgrade an ability! Let's go!*" to the side.
2. The player has no option to click any other button but Upgrades.
3. Once the Upgrades button is clicked the screen brightens and the Upgrade screen is opened. The screen darkens around the icon of the skill for which you have sufficient copies with a text displaying "*Tap to upgrade this skill!*" to the side.
4. The player has no option to click any other button but UpgradeSkill.

5. Once the UpgradeSkill button is clicked, the screen brightens and then darkens again over the text field above the icons with the text displaying "Different skills improve different parameters." to the side.
6. The player can press any part of the screen to make the writing disappear, brighten the screen again, and re-enable the controls.

2° Step

Second Mandatory Match

Default Rare Lootbox

The player gets his first skin in the rare lootbox.

Shop Tutorial

Animal Teams

1. Once the Unbox window is closed the screen darkens around the Navigation Bar button "Shop" with the "*Let's visit the shop!*" text to the side.
2. The player has no option to click any other button but Shop.
3. Once the Shop button is clicked the text disappears, the screen brightens and the Shop screen is opened and auto-scrolls to the desired section; the screen darkens around the leftmost Teams shop slot, which has a "Get for Free" text under the team icon instead of its usual currency cost, with a "*Tap to unlock a new team!*" text on the side.
4. The player has no option to click any other button but "Buy for Free".
5. Once the button is clicked the screen darkens around the Navigation Bar button "Customize" with a "*Let's see what we got!*" text to the side.
6. The player has no chance to click any other button but Customize.
7. Once the Customize button is clicked the screen brightens and the Customize screen is opened. The screen darkens around the box corresponding to the Teams button.
8. Once the Teams button is tapped the drop-down menu is opened and the screen brightens, then darkens around the newly obtained animal icon.
9. The player has no option to click any other buttons except the newly obtained animal icon.
10. Once the Team animal icon is clicked the team is selected, the drop-down menu closes and the screen brightens, with the team's passive ability appearing in the textbox below the character models, and the screens darkens again, highlighting the textbox with a "*Each team has a unique passive used for offense or defense..*" text on the side.

11. The player can tap wherever to proceed to the next step which is the Customization tutorial.

Customization Tutorial

Skin

1. The screen darkens around the Skin button corresponding to the skin category that the player has obtained in his 2nd lootbox (Stick, Skates, Gloves, Greaves, Goal, Disk/Puck) with a “Now let's get you dressed up!” text to the side.
2. The player has to click it.
3. Once the Skin button is clicked the screen brightens and the Skin drop-down menu is opened. The screen darkens around the round icon corresponding to the obtained skin.
4. The player has no option to click any button other than the skin icon.
5. Once the icon is tapped, the text disappears, the screen brightens, the drop-down menu is closed, and the controls are re-enabled.

3° Step

Third Mandatory Match

Mission Tutorial

1. When the player completes his first mission, once in the Home, the screen darkens around the Missions button with a “You cleared a mission! Let's see!” text to the side.
2. The player has no option to click any other button but Missions.
3. Once the Missions button is clicked the screen brightens and the Missions window is opened; the screen darkens around the Milestones button.
4. The player has no option to click any other button.
5. Once the button is clicked the writing disappears, the screen brightens, and the list of missions is opened. The screen darkens around an area that includes mission briefing-progress, reward icon, and Claim button with the text “*Missions give you rewards. Here you can see mission details and mission progress.*” to the side.
6. The player can continue by tapping on each area of the screen.
7. Once continued, the writing disappears and the illuminated area is reduced to the Claim button with the text “Now claim your reward!” to the side.
8. The player can only click the Claim button.
9. Once the Claim button is tapped, the text disappears, the screen brightens and controls are re-enabled..

2D-Art

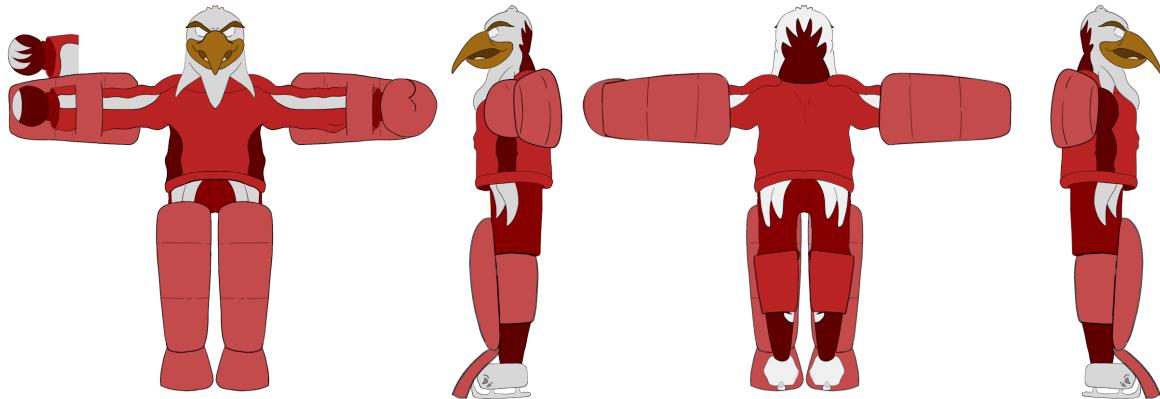
Character Design

The character design consists of low-poly anthropomorphic animals sporting hockey uniforms and gear.

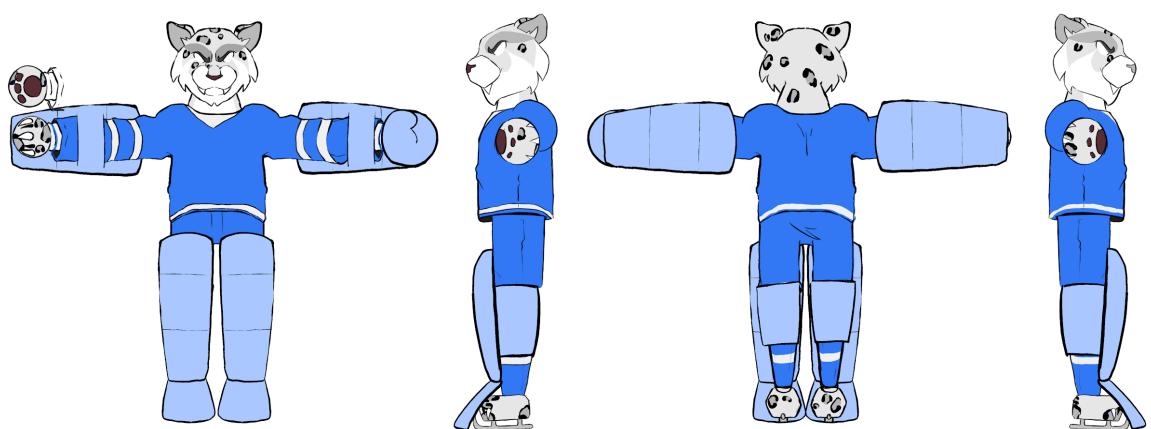
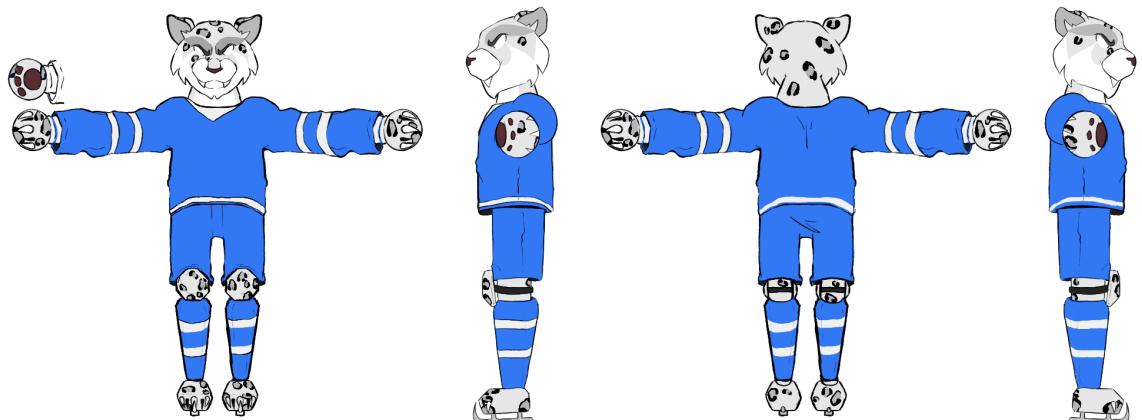
The animals have been selected by taking inspiration from real-life hockey team mascots and species typically associated with cold climates.

Link to the [2D-artist folder](#).

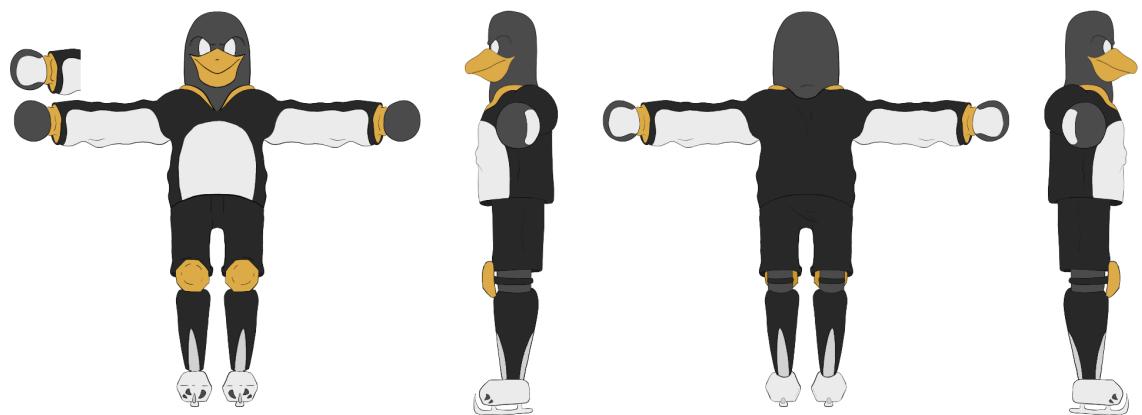
Eagle

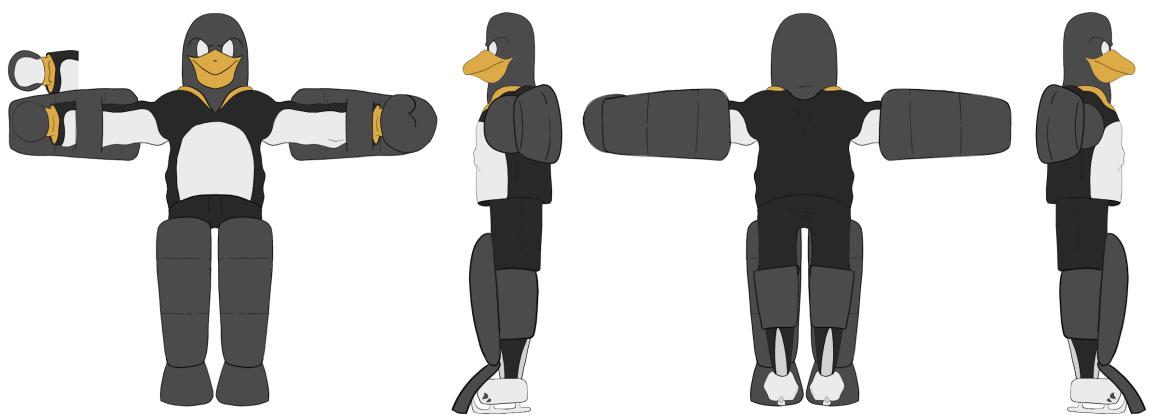


Snow Leopard

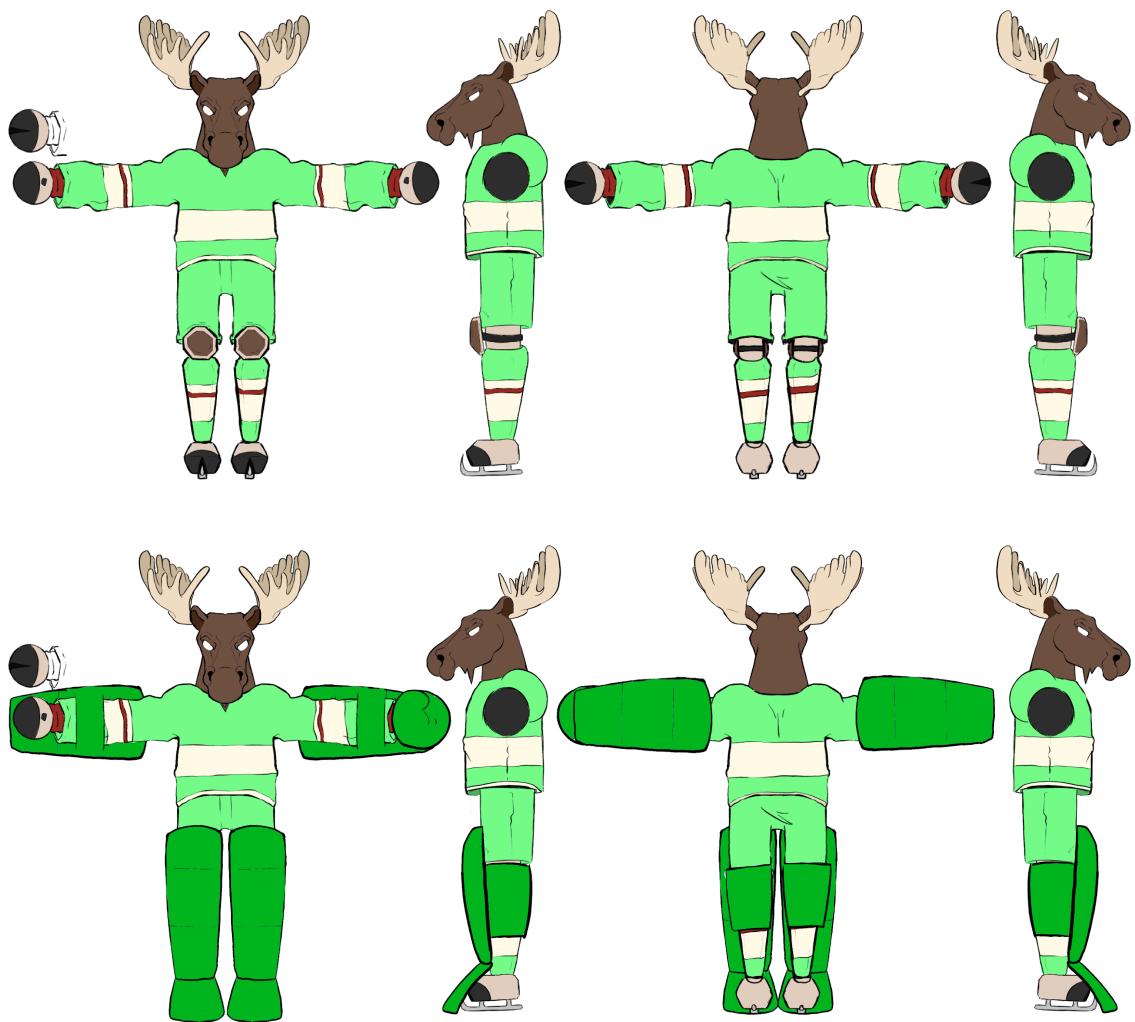


Penguin





Moose



3D-Art

The style of the models is low-poly.

Each character has 3 different skins (at the moment).

The sticks, puck and doors are able to be customized.

Everything must be customized, for the animal used from the uniform to the doors.

Link to the [3D-artist folder](#).

Sound Design

All the sound with their trigger can be found in this [file](#).