

# **STRIKERR**

## **An Initial Project Description (Team 13)**

Ben Sokol  
Bud Linville  
Gabe Lopez  
Shuai Deng  
Weston Hack

## **Project Name**

STRIKERR

## **Project Synopsis**

Turn based soccer-style game with an online marketplace for player exchanges.

## **Project Description**

STRIKERR is a turn-based soccer game built with Unreal Engine. In this game, the user strategically builds and trains a soccer team to compete online against other teams. As the user progresses through the game and competes, the individual members of the team develop accordingly to their match performances in different attributes like player speed, shot speed, shot accuracy, etc. If players do not get match time or grow closer to professional sports retirement age, the player begins to lose their stats. These players can be traded across an online marketplace for game currency, and the currency can also be earned through playing matches.

STRIKERR is a fresh take on soccer and is a new interpretation of how online games could be played. As opposed to games such as FIFA or Madden with hard-set teams and predefined characters; in STRIKERR, characters get randomly generated and can be bought and sold at any moment. This increased customization allows for significantly higher levels of strategy amongst the player base.

STRIKERR will create a fun, enjoyable gaming experience for gamers of all ages.

## Project Milestones

Semester	Task	Estimated Completion Date
Fall 2018	Finalize project details and setup initial project using Unreal Engine	10/05/2018
Fall 2018	Get familiar with Unreal Engine	10/19/2018
Fall 2018	Design Application Structure (User Interface, Menu Structure, Settings, etc.)	11/02/2018
Fall 2018	Determine project assets for gameplay (Visual, Audio, Text)	11/02/2018
Fall 2018	Implementation of Main Menu and Settings pages (including application settings)	12/07/2018
Spring 2019	Implementation of gameplay	02/22/2018
Spring 2019	Implementation of player market	03/22/2018
Spring 2019	Implementation of online functionality	04/12/2018
Spring 2019	Application testing, complete documentation and game guide	04/26/2018
Spring 2019	Submit to Steam	05/03/2018

## Project Budget

Resource	Vendor	Date Needed By	Estimated Cost
Unreal Engine 4	Epic Games	N/A	If game is free: \$0  If game is not free: 5% of gross revenue after the first \$3,000 per product per calendar quarter
Github Public Repository	Github Inc.	N/A	\$0
Steam Project Submission Fee	Valve Corporation	4/15/18	\$100
VPS to run game online server	Digital Ocean	TBD  Will attempt to use the EECS cycle servers for development	Free OR \$5/month
Total			\$100 + 5/month

## Work Plan

Team Member	UI	Assets	Player Generation	Gameplay	Marketplace	Online Functionality	Testing
Ben Sokol	•	•	•				•
Bud Linville			•		•	•	
Gabe Lopez	•			•	•	•	
Shuai Deng	•	•		•			
Weston Hack	•		•				•

- While individual roles are listed above, it should be observed that this is not a hard-set separation of duties. Likely, everyone will contribute at some level to every aspect of this project.