**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.