System Block Diagram

Input

INPUT   
INTERFACE

Window Selector

Game Window

GAME  
LOGIC

BASIC  
OBJECTS

OUTUT   
INTERFACE

Two Teams

Dynamics of   
player-ball interaction

Match Window

Type of the game

Rules of the match

Object Modifier

Match Settings

Change game state

Menu Windows

Player

Field

Menus

Ball

Controls

Match

Game state

**Fig: Block diagram showing how the proposed project FootY has been planned to work**