Game On Software presents *GO Rugby Manager*

Introduction

A) Explanation

GO Rugby Manager allows you to manage your Rugby Union team, your way.

It is down to you to build your own dream squad, take your team to the top by winning your domestic league and European championships.

Featuring the English Premiership, French Pro14 and Pro14 Leagues. As well as both the European Champions Cup and European Challenge Cup.

It is down to you how your team plays, all out attack or full on counterattack. You have the opportunity to manage the team the way you want. Sign the players you want. Scout new talent from all around the world.

Build the ultimate Rugby Union team. You will manage the squad, decide who to sign and who to sell. You will manage all the finances as well as keeping within the Salary Caps. You are the tactician, and you need to decide what playing style your team will adopt.

Once you have set your team, your tactics and given the players a team talk; enjoy the match in our 2D game engine that brings you all the excitement you need. Make in-play decisions on what you want your team to do on penalties, as well as making key substitutions to influence the outcomes.

This is the ultimate Rugby Manager game and experience.

B) Pricing

A fixed fee of £1.99 for Phone and £3.99 for iPad

For this you get full use of the game.

C) Device

Phone and Tablet; iOS and Android

D) Vision

The vision for Game On Software is to sell more than just one rugby game.

This Rugby Manager game will be updated on a yearly basis, adding new features as the game develops. We will also venture in to new sports, such as American Football, NRL, and so on.

The idea is to also develop the number of countries that we offer by adding more leagues from around the world.

E) Similar projects

Please refer to other management games to get an understanding of the idea. The best example is Football Manager 2020. I suggest you download and play this game.

Features that need fixing

1. Finish off the in-play substitutes.

As part of being a Manager of your team, during a match you may need to change some of the players on your team with players on your substitutes bench. This may be because the players are tired, increase the morale of the other players, they are not playing very well, or you just want to see some other players play a match.
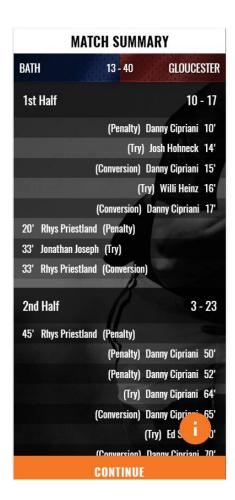
In rugby you have 15 starting players (1-15) and 8 substitutes (16-23).

Therefore, when you make a substitute (i.e. you swap player no. 1 for player no. 16) visually on the Game Play you will need to see no.16 on the pitch.

2. Finish off the Match Summary page.

This is a page that summarises the try and point scorers from the match that was just played. Currently this is only a feature when you 'Watch the Match' however when you do 'Instant Match' there is no match summary.

Here is an image of the summary page:

3. Scoreline Issues.

A few issues here.

A) Scores are lower when you 'Watch the Match' than when you do 'Instant Match'
B) Some of the scores are way to high (there should be parameters for lowest and highest possible scores). I believe this exists but needs work.
C) The French league has much higher scores than the English and Pro14 leagues. Needs work.

4. Gameplay.

In my opinion this is the most complex and time-consuming aspect of the game. Mainly because most developers will not have a knowledge of Rugby and therefore the rules are hard to understand and implement.

Here is a list of the Gameplay issues that need fixing/upgrading:

A) The visuals when a team 'kicks to goal' are not perfect. The ball sometimes visually goes through the post's, but it is not counted.
B) There needs to be more rules in place for 'kick to goal' most are linked to the visuals.
C) On 'kick to goal' there need to be a max limit as to whether they will be successful. The further away and more to the side, the % chance of going over decreases.
D) On the kick-off there are way too many kicks to the 'blindside' which is towards the Backs. There should be more kicks towards the forwards.
E) There is a repeated sequence that happens a lot during the game; the ball goes to the left, to the right, whilst moving backwards and then, to the right, to the left, again whilst moving backwards.
F) 'Kick to touch' has visual issues, easier to explain but needs fixing.
G) The start to the 2nd half has massive issues, visuals and rules are all wrong.
H) There is no restriction on the dead ball line at the back of the pitches. The players and the ball can go over the line.
I) There are not enough formations and plays in the gameplay so there are sequences repeated too often, as well not enough 'real life' scenarios being played out to the user.

5. Algorithm for how a team wins and losses.

Currently there is an 'algorithm' in place that leads to the result of each match. This algorithm is based on previous scores.

This algorithm uses a % chance of that outcome happening (so that it is not always 100% because there are no guarantees in Sport).

This needs to be upgraded so it also considers the strength of a user team. So that they are rewarded for making their team better.

Features that need adding

1. Negative Budget.

I believe (but am not certain) that there is a resolution if a user puts his team in to a negative budget or if he exceeds to salary cap.

The solution:

A) They purchase more money as an In-App purchase or
B) They are 'Fired' as the manager of that team and they have to start again.

2. Incomplete Team Issues.

In Rugby certain positions are specialist. For example, a Scrum half (no. 9) can only be played by a scrum half. A prop (no. 1 and 3) can only be played by a prop. A Hooker (no. 2) can only be played by a Hooker. The rest of the positions are more versatile.

The issue: what happens if all a user's Scrum Halfs are injured? What happens if a user sells all his Scrum Halfs?

The solution:

A) We need to put a restriction on the number of Scrum Halfs/Props/Hookers that get injured?
B) We need to have a minimum number of Scrum Halfs/Props/Hookers that a team must have. The user should also be warned if he is below this number.

3. Training.

This would be a brand-new feature, and it has not been given a lot of thought.

The idea would be that the user can train his existing players to perform better at certain attributes. Maybe this could be a good opportunity to use In-App purchases.

This would require a whole new page in the game, where the user will see his whole team and their current attributes. The user would click on the relevant player and choose the relevant attribute they wish to upgrade. They would then get options of how much it costs to increase that attribute and how long it will take for that attribute to be upgraded. Obviously the higher the attribute is already, the more expensive and longer it will take for that attribute to increase.

4. Performance feedback?

One issue we have: how does a user know which players are playing well, and which players are playing badly?

Currently there is no user feedback on how players have performed. We need to give a rating for how a player performs in each match, to allow the user to have statistic feedback on who is performing well and who is performing badly.

From this feedback, the user and then decide who to sell, who to train, who to play in their starting line-up and so on.

5. **Ongoing Management of the game to help keep on top of Bugs, User Feedback and preparation for Version 2.**

What is involved:

A) The game will need to be managed on a monthly ongoing basis. This can either be done for a fixed fee or a per hour fee, depending on the work involved.

B) This game requires yearly updates and releases (where we charge the client again for the product) and therefore, it requires yearly updates, upgrades, changes and so on.

C) As mentioned, the idea of this project is to not only sell Rugby games. The idea is to evolve into other sports, such as American Football, other Rugby Leagues (in other countries), NRL (Australian Rugby League) and so on. Therefore, when the time is right, these need to be considered.

Payment ideas.

I suggest that all these points are priced up and will be paid once the work has been completed and signed off. I think this protects both parties.