**Engines I 2D Final Project GDD**

**Game Title (or development title)**

Bomb Soccer

**Target Demographic**

Sports fans, fans of rocket league,

**Target ESRB Rating**

Rated E for Everyone

**Target Platforms**

Mobile (Android/iOS)

**Game Overview**

The game is a 2D soccer-like game played on an 8x8 grid. Players will battle against an AI opponent that is trying to score on you by chasing the ball. The player is a ghostly ghoul and the enemy I haven’t found a sprite for yet. Play will continue until someone scores 10 goals. The player will have a special repulse ability to get the ball away in panic situations. This ability will have a cooldown time so it can’t be spammed. If the game is too easy, I will add missiles that fly across the screen and will stun the player if you get hit. I would also like to add a button to hold the ball at the players feet location, then launch it forward.