

# CRICKET TOURNAMENT: SMASHFIRE “FIRE AWAY”

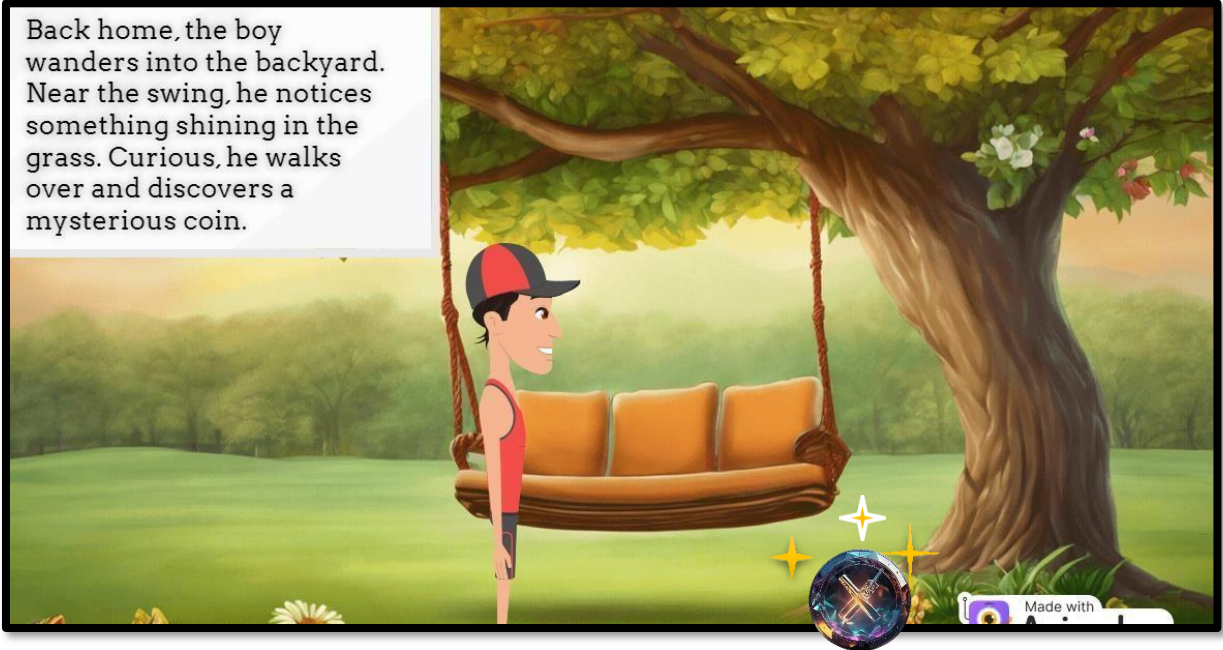
## Introduction

“Every great adventure begins with a spark, a moment where the ordinary transforms into the extraordinary. This is the story of a young boy with dreams as big as the world, yet trapped in the everyday limits of childhood. What happens when destiny calls, not with a whisper, but with the flip of a mysterious coin? Join us on a journey where cricket becomes a battle for survival, and a game turns into a quest to save the world. Welcome to SmashFire: Fire Away!!!”

## Story: How It Begins?



Back home, the boy wanders into the backyard. Near the swing, he notices something shining in the grass. Curious, he walks over and discovers a mysterious coin.

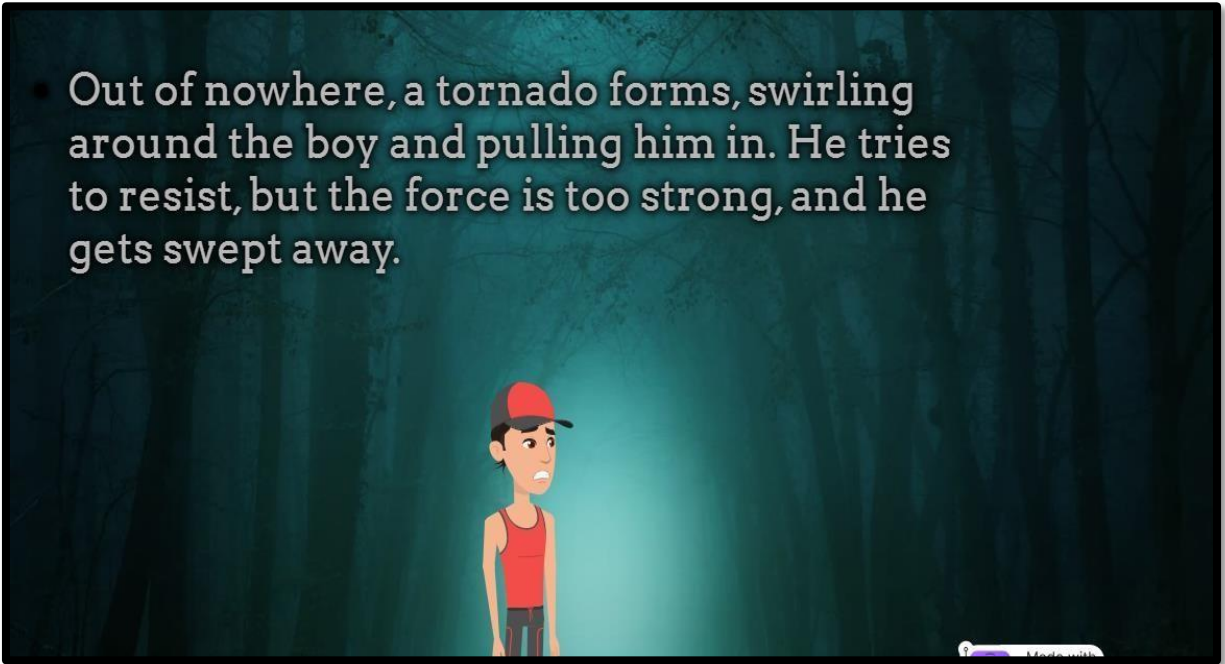


Intrigued by the coin's glow, the boy decides to flip it. As the coin spins through the air, the sky darkens, and a strong wind begins to stir.



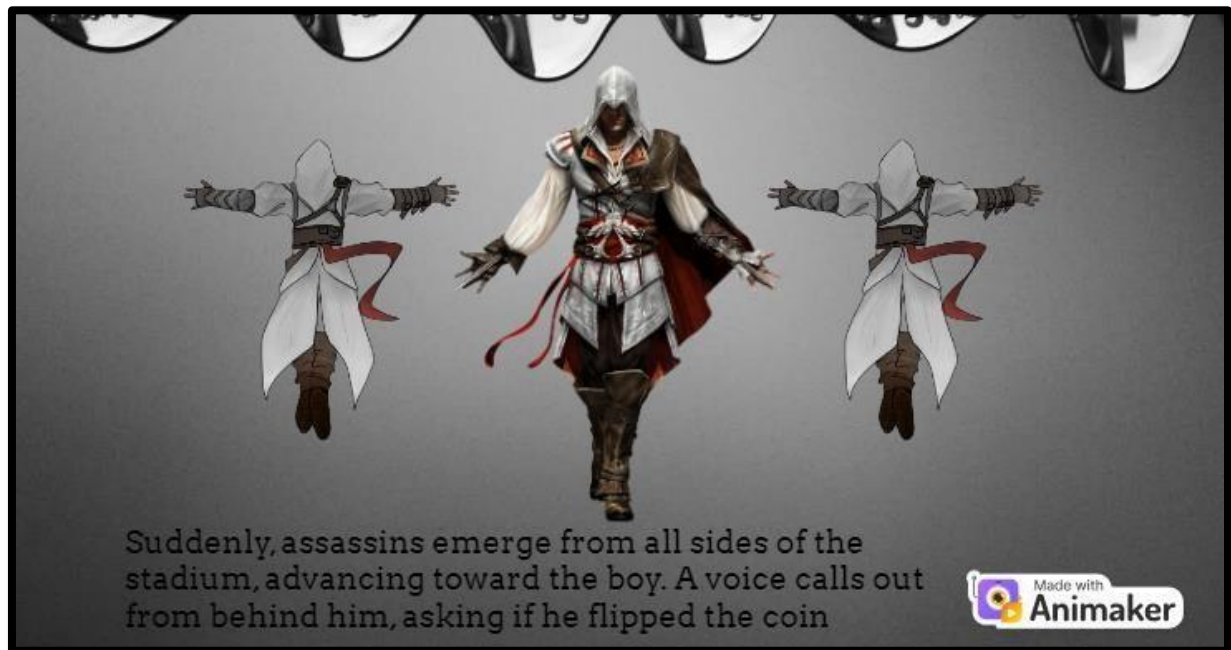


- Out of nowhere, a tornado forms, swirling around the boy and pulling him in. He tries to resist, but the force is too strong, and he gets swept away.



The tornado drops the boy into a massive cricket stadium, where a crowd cheers loudly. He looks around in confusion, unsure of where he is or what's happening.





“So, the story comes to an epic conclusion... and now, prepare yourselves for the ultimate adventure. Here comes the poster for *SmashFire*—where cricket meets combat, and heroes rise to save the world!”





**NOTE\*:** For inspiration, I've drawn from a mix of cricket games like **Stick Cricket Super League**, **Cricket League**, **World Cricket Championship 2**, and **Hitwicket**. These games have significantly influenced the poster design and the overall feel of the game.

**Photos below of each game: (Reference)**



## ABOUT THE GAME:

### Game Mechanics: "SmashFire: Fire Away"

**Overview:** "SmashFire: Fire Away" is a unique blend of cricket and survival shooter mechanics where players use cricket moves and specialized gear to tackle adversaries. The game takes place across different arenas over a week, with each day presenting new challenges and environments.

### How the Game Works:

#### 1. Starting Equipment:

- On the first day, players begin with standard cricket equipment. This includes basic bats and cricket balls with no special abilities.
- **Objective:** Hit a significant number of sixes and fours to earn points and weaken the assassins.

#### 2. Assassins and Disguises:

- Each day features different types of assassins who are in hiding or disguised within the environment.
- On the first day, the assassins are disguised and difficult to detect. Players must use their cricket skills to uncover and tackle them.
- **Cricket Moves:** Utilize powerful cricket shots and techniques to reveal and defeat these hidden foes.

### 3. Daily Challenges and Environments:

- **Day 1:** Central stadium. Players focus on hitting targets and accumulating points to tackle disguised assassins. (Crystal arena)
- **Day 2 and Beyond:** Each subsequent day introduces a new environment with distinct features and challenges:
  - **Day 2:** Jungle Pitch with animals using super abilities.
  - **Day 3:** Neon Metro Arena with advanced urban challenges.
  - **Day 4:** Desert Oasis with harsh terrain and resource management.
  - **Day 5:** Arctic Fortress with freezing conditions.
  - **Day 6:** Volcanic Arena with lava hazards.
  - **Day 7:** The Grand Coliseum, combining elements from all previous days.

### 4. Special Abilities and Power-Ups:

- As players progress, they can unlock special cricket balls and gear with unique abilities:
  - **Balls:** Grenade Ball, Freeze Ball, Smoke Ball, Sticky Ball, Bouncy Ball, Lightning Ball, Magnetic Ball, Disoriented Ball, Healing Ball.
  - **Bats:** Standard bat, Speed bat, Power bat, Shockwave bat, Ice bat, Flame bat, Magnetic bat, Electric bat, **Golden bat**
- These balls are unlocked based on the difficulty level of each day and provide strategic advantages for tackling enemies.

### 5. Winning the Tournament:

- **Objective:** Successfully complete daily challenges and score maximum points to progress to the next level.
- **Progression:** Winning each day allows players to move to the next arena, facing new environments and tougher challenges.
- **Final Goal:** Compete in the Grand Coliseum on Day 7, combining all learned skills and strategies to win the championship.

### 6. Game Strategy:

- Players must effectively use cricket techniques and gear to handle various adversaries and challenges.
  - Each day's environment requires different strategies, from hitting targets to managing resources and adapting to new hazards.
7. **Enemy Motive:** The assassins are after a special coin that will allow them to escape into the real world and cause destruction. Stop them from escaping by defeating them in battle.
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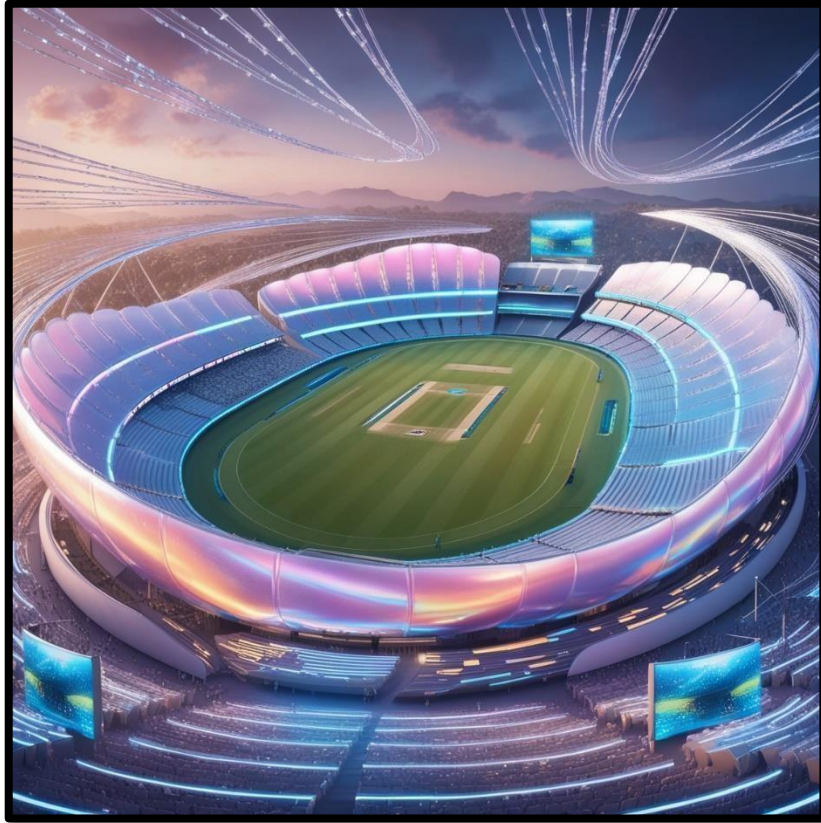
**NOTE\*: Each power ups and bowling abilities are mentioned in the document**

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## Day 1: Crystal Cricket Arena

- Location: A futuristic, glowing cricket stadium with translucent walls and shimmering pitches.



- Activities:
  - Introduction: Players learn the basics of cricket-based combat, using bats for melee attacks and cricket balls for ranged damage.
  - Tutorial Matches: Engage in basic matches, familiarize yourself with the mechanics, and learn to handle cricket gear in combat.
  - Objective: Complete introductory challenges like hitting runs and taking wickets to unlock starter gear and basic power-ups.
  - Basic Power Ups: Speed Boost, Health Kit (with normal health drinks for energy and healing patch can be provided).
  - **Starter Gear**
    - **Cricket Bat (Standard):** A reliable bat designed for close-range combat.

- **Basic Cricket Balls:** These entry-level balls are straightforward but effective. (In this level Bouncy ball is unlocked)
  - **Protective Gear:** Basic armor includes a padded helmet, gloves, and chest guard.
- Special Event: Crystal Coin Hunt—find hidden coins for exclusive items.

### **CRYSTAL COIN**



- Difficulty Level: Beginner.

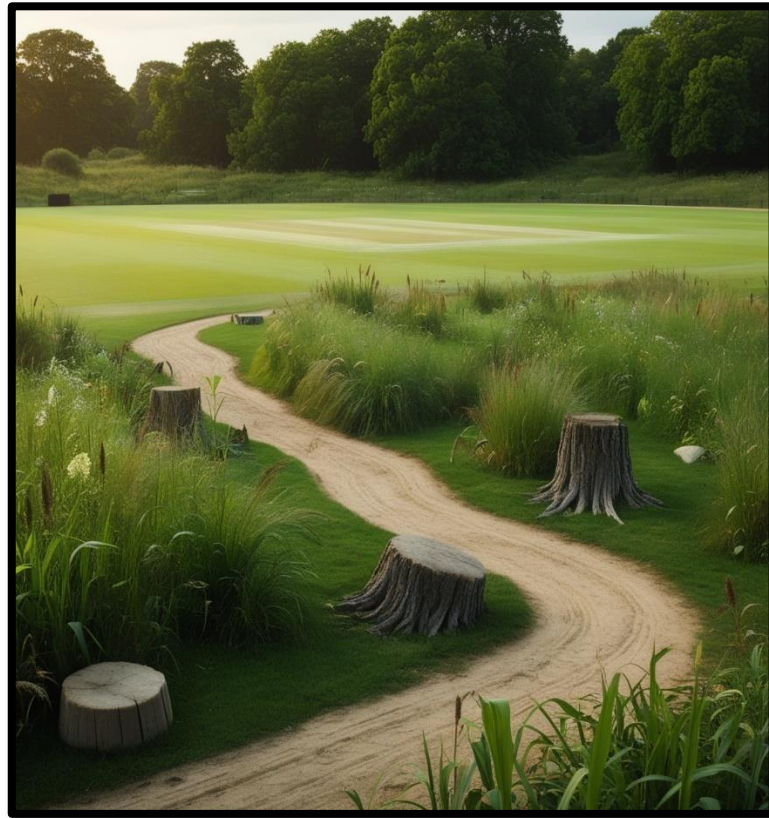
#### **Features:**

- **Standard Gear:** Basic bat and normal cricket ball.
- **Enemy Tactics:** Assassins are disguised and will become weaker each time you hit sixes and fours.
- **New Feature:** As you score runs, the assassins will start shooting from other sides, adding a new layer of challenge.
- **Goal:** Complete the runs and weaken the assassins to advance to Day 2.

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#### **Day 2: Jungle Pitch**

- **Location:** A dense, overgrown cricket field with hidden paths and natural obstacles.



- Activities:
  - Training Workshops: Learn advanced cricket skills, focusing on terrain tactics and stealth.
  - Tactical Matches: Utilize the natural cover and obstacles in the jungle to avoid enemies and score runs.
  - Objective: Complete jungle-themed cricket tasks like hitting specific targets in different zones for special abilities.
  - Special Event: Jungle Drills—complete tactical tasks for speed boosts and other enhancements.
  - Difficulty Level: Intermediate.

#### Features:

- **Audience:** The jungle is populated with animals that add to the challenge.
- **New Gear:** Unlock new bats and balls specifically designed for tackling enemies in this setting.
- **Enemy Tactics:** Assassins are more powerful and use animals to aid them in combat.



- **Goal:** Defeat the assassins using your new equipment to move on to Day 3.
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### Day 3: Neon Metro Arena

- **Location:** A vibrant urban cricket stadium with neon-lit skyscrapers and dynamic platforms.



- **Activities:**
  - **Challenges:** Use neon-lit environments to engage in elevated combat and strategic run-scoring.
  - **Objective:** Hit sixes or fours in elevated zones to earn upgraded bats and bowling abilities (unlocking a new cricket ball power ups).
  - **Special Event:** Neon Master Challenges—face tougher opponents in glowing arenas for rare rewards.
  - **Difficulty Level:** Intermediate to Advanced.

## Features:

- **Enemy Tactics:** Assassins use hoverboards for mobility and advanced gear to attack.
  - **New Gear:** Utilize advanced bats and balls to counter the enhanced enemies.
  - **Goal:** Survive the high-tech urban environment and defeat the assassins to proceed to Day 4.
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## Day 4: Desert Oasis

- **Location:** A vast desert cricket ground with shifting dunes and oasis areas.



- **Activities:**
  - **Drop Zone Challenges:** Compete to secure gear like freeze balls in harsh desert conditions.
  - **Resource Management:** Conserve energy while navigating the hot, shifting sands.

- **Objective:** Complete runs in multiple zones to unlock heat-resistant gear and freeze balls.
- **Special Event:** Gear Rush—fight over exclusive desert-themed cricket gear.
- **Difficulty Level:** Advanced.

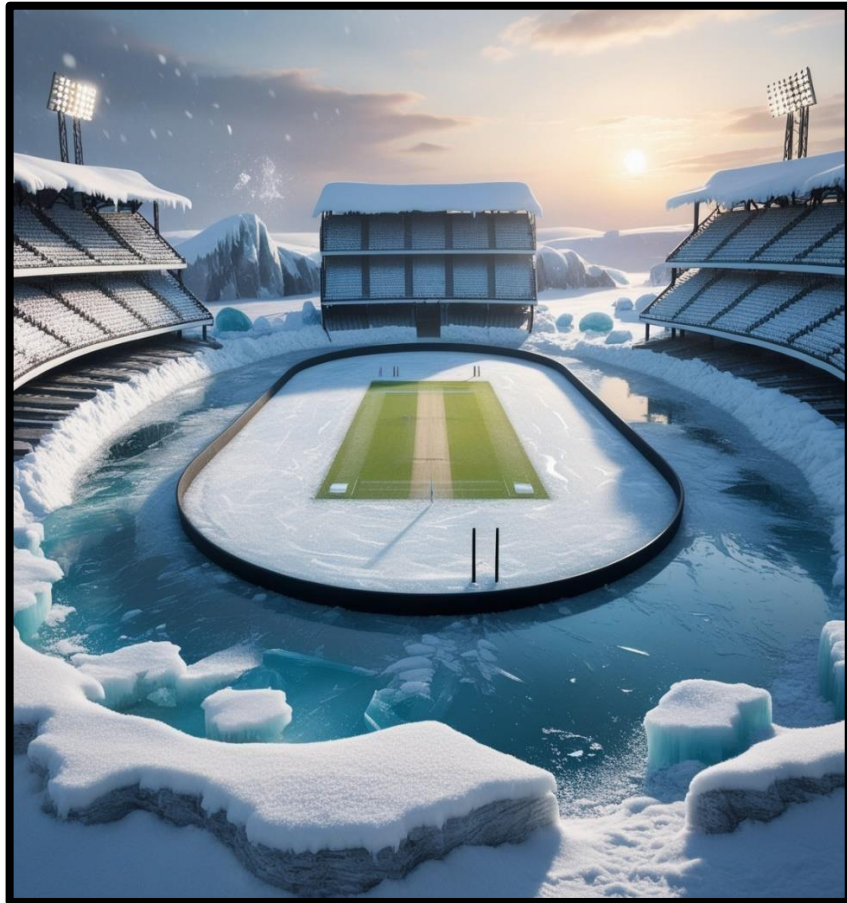
**Features:**

- **Energy Management:** Keep your energy levels high by upgrading regularly.
  - **Enemy Tactics:** Assassins are hidden within shifting sand dunes, making them harder to spot.
  - **Zones:**
    - **Central Stadium:** Practice your batting skills.
    - **Oasis Targets:** Earn higher points by hitting targets within the oasis zone.
    - **Dunes Targets:** Points for targets placed on shifting sand dunes.
    - **Ruins and Rocky Targets:** Points vary based on difficulty and cover among ruins and rocky outcrops.
    - **Heat Hazard Targets:** Extra points for hitting targets in challenging heat zones.
  - **Goal:** Successfully hit targets and navigate the desert to reach Day 5.
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## Day 5: Arctic Fortress

- Location: An icy cricket arena surrounded by snow and treacherous ice patches.



- Activities:
  - Coordination Drills: Team up and improve communication to navigate the icy arena.
  - Survival Matches: Secure strategic points while battling the freezing cold.
  - Objective: Complete survival challenges and adapt to icy terrain to gain winter gear.
  - Special Event: Arctic Domination—capture icy locations for massive rewards.
  - Difficulty Level: High.

## Features:

- **New Gear:** Unlock survival gear and upgrade your equipment to handle the freezing conditions.
  - **Enemy Tactics:** Assassins are more powerful and adapted to the cold environment.
  - **Goal:** Utilize your new gear to overcome the tougher enemies and advance to Day 6.
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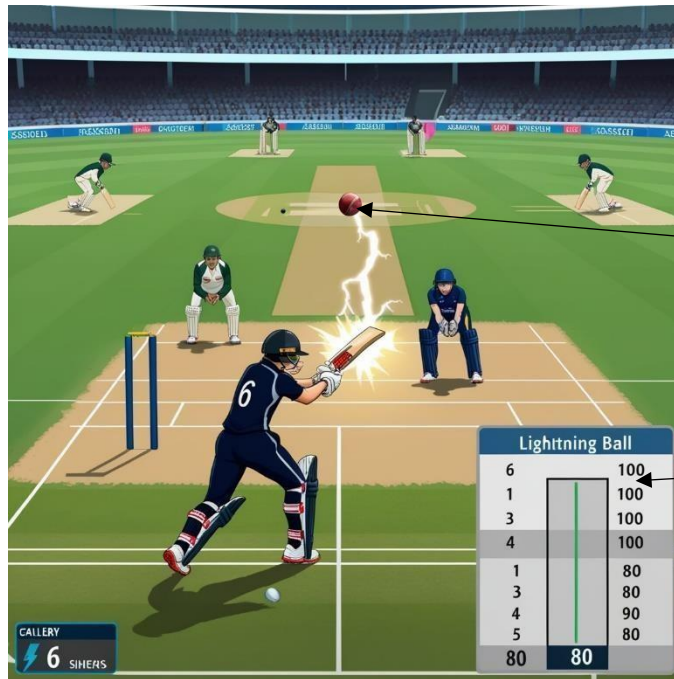
## Day 6: Volcanic Arena

- **Location:** A fiery, molten cricket stadium with erupting volcanoes and lava flows.



- **Activities:**

- Advanced Challenges: Engage in matches amidst volatile volcanic activity, avoiding molten hazards.
- Skill Showcase: Show off high-level skills in fiery, intense battles.
- Objective: Complete high-difficulty tasks like hitting sixes over lava pits to earn volcanic-themed gear.(lightning ball is unlocked in this session and here's an image of how the lightning ball would look)



- Special Event: Volcanic Skill Showdown—compete in skill-based mini-games for elite rewards.
- Difficulty Level: Very High.

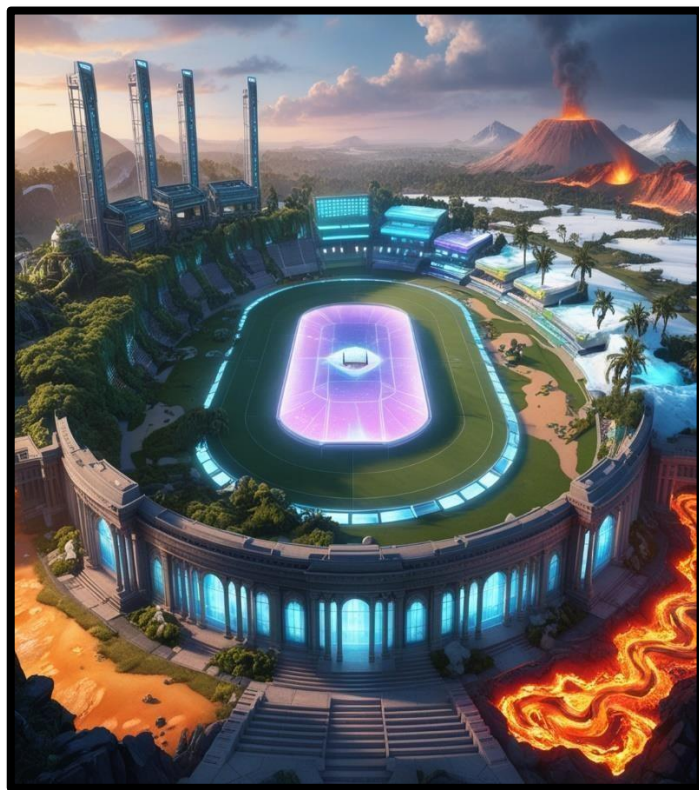
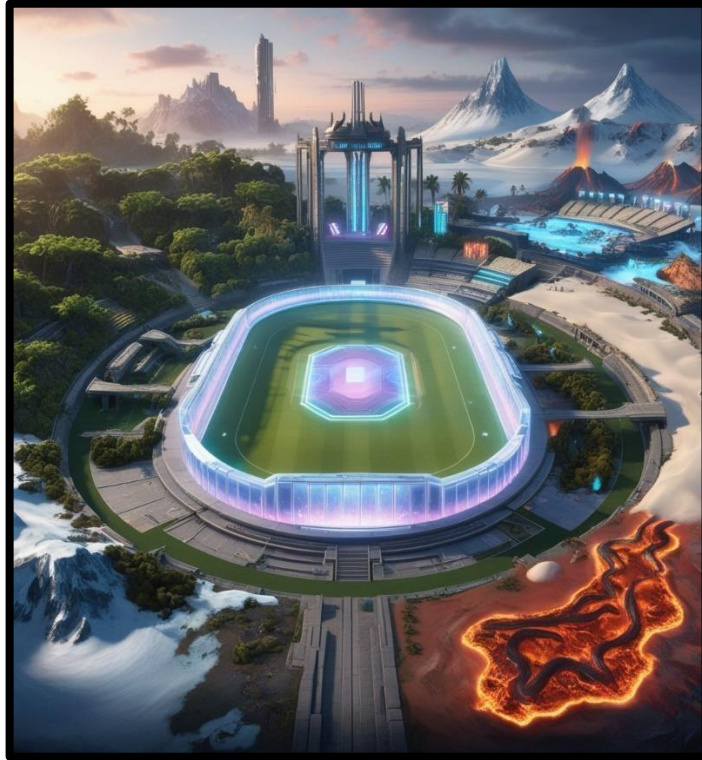
### Features:

- **Fire Hazards:** Avoid fireballs coming from different directions.
- **Gear Collection:** New gears will be launched from above; collect them to enhance your abilities.
- **Enemy Tactics:** Assassins are equipped with fiery abilities and enhanced tactics.
- **Goal:** Survive the volcanic hazards, tackle the enemies, and prepare for the final day.



## Day 7: The Grand Coliseum

- Location: A grand, ancient stadium incorporating elements from all previous arenas. (zoom in to view the exact details of the stadium)

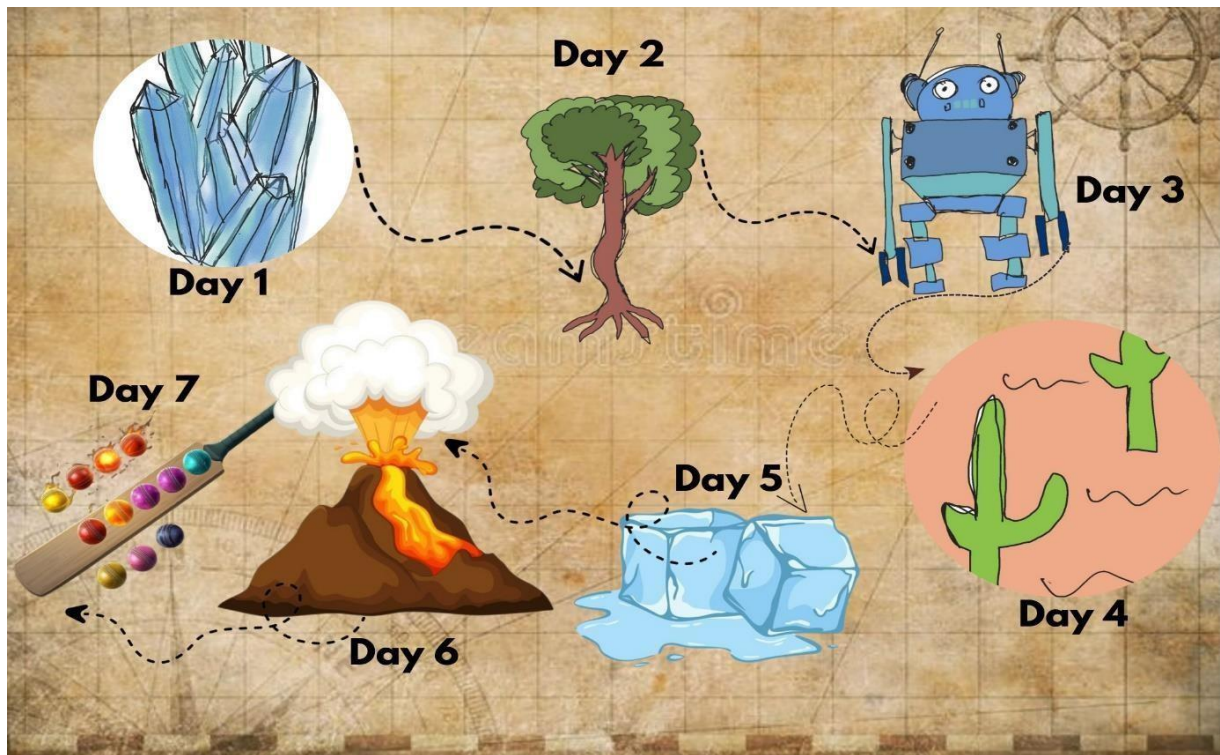


- **Activities:**
  - **Final Tournament:** Compete in a grand tournament that combines cricket, combat, and survival mechanics from all previous days.
  - **Objective:** Win the championship by excelling in cricket tasks, surviving the shrinking zone, and eliminating opponents.
  - **Special Event:** The Grand Finale—a climactic battle against an elite assassin leader in a multi-themed arena.
  - **Difficulty Level:** Extreme.

**Features:**

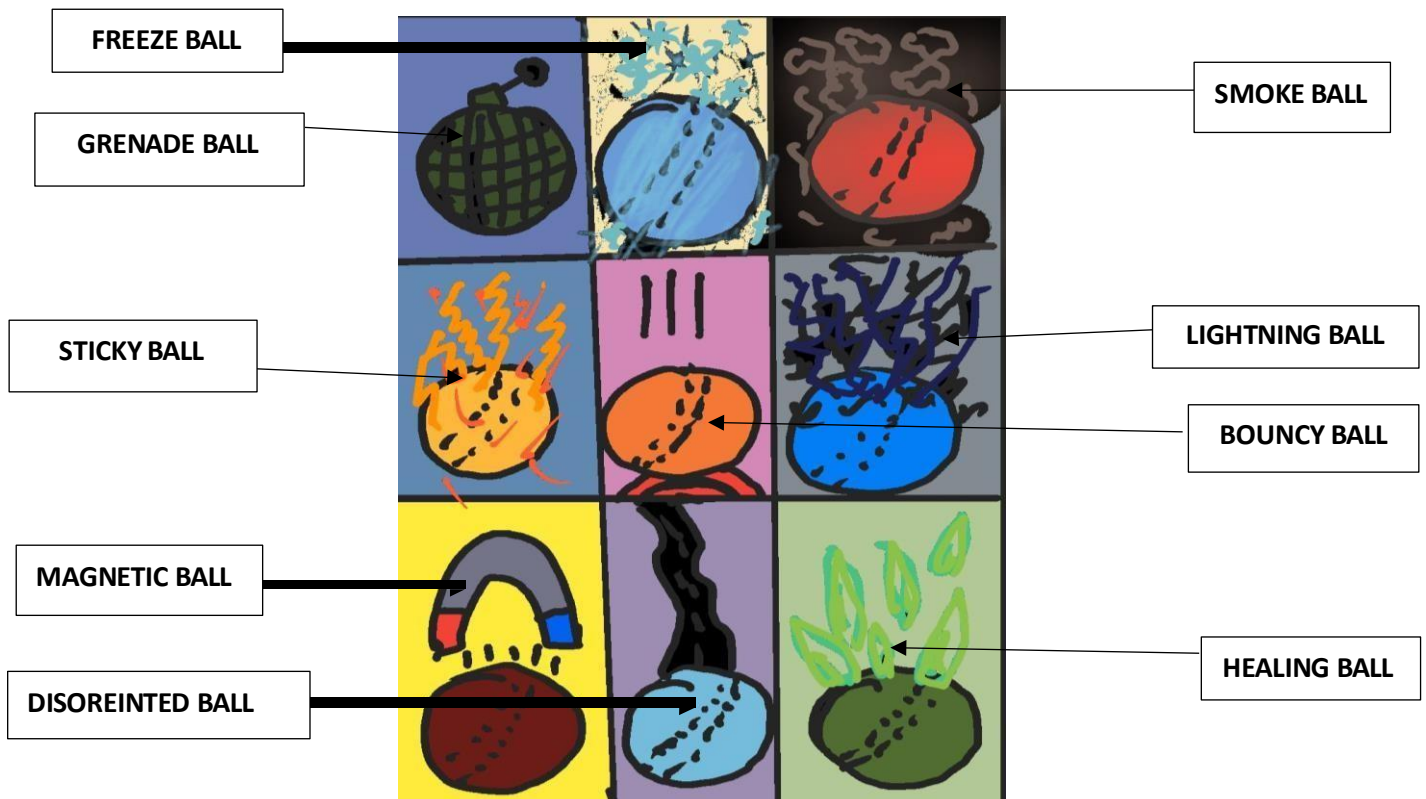
- **Ultimate Challenge:** The arena incorporates elements from all previous days, combining various environmental hazards and enemy tactics.
  - **Final Gear:** Receive the golden bat, the ultimate weapon with unparalleled abilities.
  - **Enemy Motive:** Assassins aim to obtain a special coin to escape into the real world and cause destruction. Prevent their escape by defeating them.
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## OVERALL MAP



## POWER UPS:

### 1) Cricket Balls





## **DESCRIPTION OF EACH BALL**

### *1. Grenade Ball*

- Power: Explodes on impact, dealing area-of-effect damage to multiple opponents within a radius.
- Unlocked on: Day 2 (Jungle Pitch) — use the dense cover to hide and throw explosive attacks.

### *2. Freeze Ball*

- Power: Freezes opponents on contact, temporarily immobilizing them and slowing their movements.
- Unlocked on: Day 4 (Desert Oasis) — combat the heat by using the freeze ball to cool down your enemies.

### *3. Smoke Ball*

- Power: Releases a cloud of thick smoke upon impact, obscuring vision and allowing for strategic retreats or ambushes.
- Unlocked on: Day 3 (Neon Metro Arena) — take advantage of urban cover and smoke-filled zones.

### *4. Sticky Ball*

- Power: Sticks to surfaces or opponents, exploding after a short delay, causing delayed but significant damage.
- Unlocked on: Day 5 (Arctic Fortress) — stick opponents in place or attach the ball to icy surfaces for delayed attacks.

### *5. Bouncy Ball*

- Power: Ricochets off surfaces multiple times, allowing for tricky shots and surprise attacks around corners.
- Unlocked on: Day 1 (Crystal Cricket Arena) — use the crystal walls to bounce the ball and surprise opponents.

### *6. Lightning Ball*

- Power: Electrifies the target area, stunning opponents and dealing continuous damage over time.
- Unlocked on: Day 6 (Volcanic Arena) — harness the volatile environment to zap multiple enemies.

### 7. *Magnetic Ball*

- Power: Attracts nearby metallic objects or enemies holding metal gear, pulling them toward the impact point.
- Unlocked on: Day 7 (The Grand Coliseum) — control the battlefield by pulling enemies out of cover or away from strategic points.

### 8. *Disoriented Ball*

- Power: Causes temporary confusion and disorientation, reversing the controls of opponents and disrupting their vision.
- Unlocked on: Day 3 (Neon Metro Arena) — exploit the fast-paced environment by confusing opponents in tight spaces.

### 9. *Healing Ball*

- Power: Restores health to allies within a radius of the impact, providing support during intense combat.
- Unlocked on: Day 4 (Desert Oasis) — use it as a vital survival tool in the harsh desert environment.

## Reference

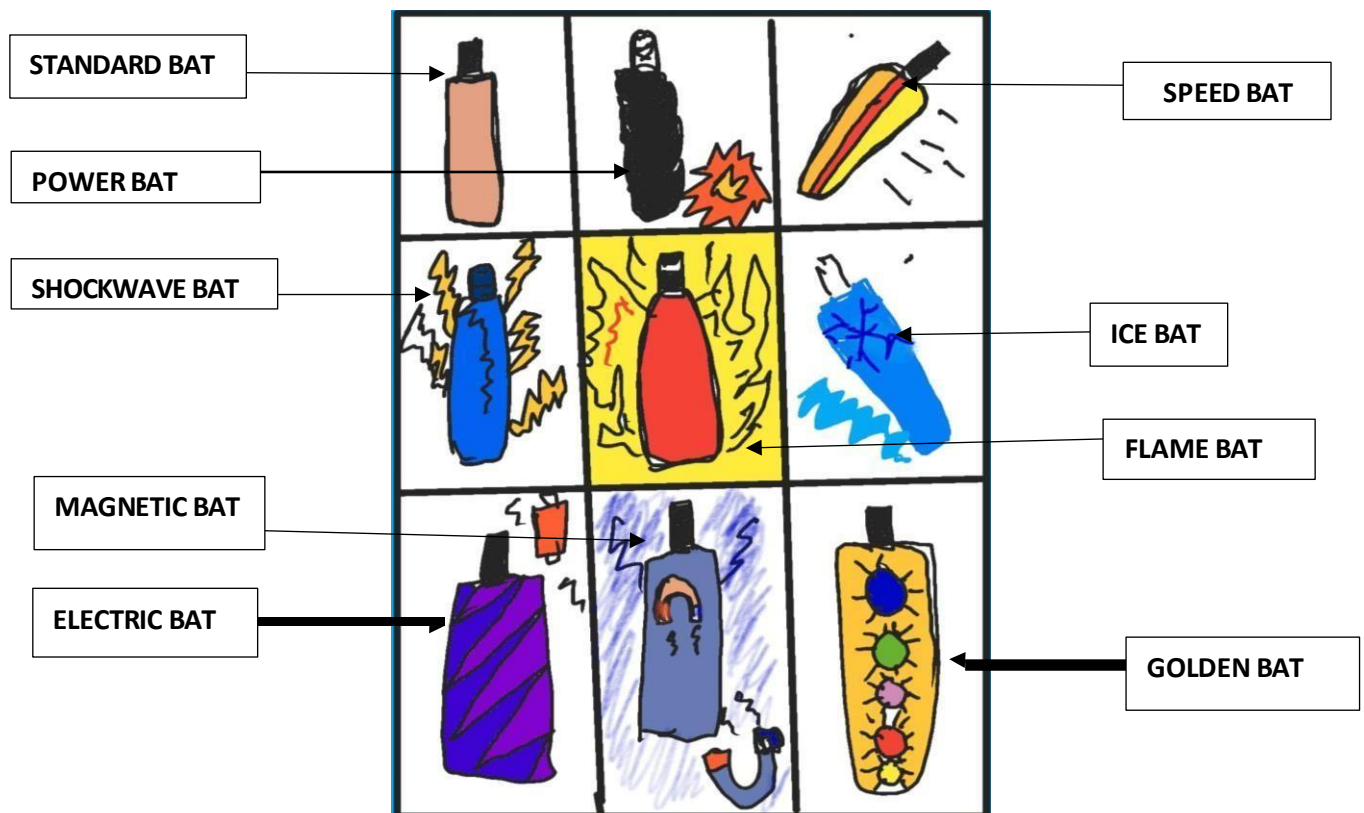
**NOTE\*:** The idea for creating these unique cricket balls was inspired by *Cricket League*.



*AI Version of The Cricket Balls (can be modified):*



## 2) Cricket bats





## **DESCRIPTION OF EACH BAT**

### *1. Standard Bat*

**Unlocked:** Day 1 (Crystal Cricket Arena)

**Description:** Balanced for both offense and defense. Provides moderate damage and speed, ideal for beginners.

### *2. Power Bat*

**Unlocked:** Day 2 (Jungle Pitch)

**Description:** Delivers increased damage with each swing. Its heavy design allows players to knock opponents further back, making it effective for crowd control.

### *3. Speed Bat*

**Unlocked:** Day 3 (Neon Metro Arena)

**Description:** Enhances swing speed for rapid attacks and quick combos. Perfect for players who rely on fast, aggressive melee combat.

### *4. Shockwave Bat*

**Unlocked:** Day 4 (Desert Oasis)

**Description:** Generates a shockwave with each hit, pushing back multiple opponents in a small radius. Useful for clearing space and disrupting enemy formations.

### *5. Flame Bat*

**Unlocked:** Day 5 (Arctic Fortress)

**Description:** Infuses each swing with fire, dealing burn damage over time to opponents. Useful for adding persistent damage during combat.

### *6. Ice Bat*

**Unlocked:** Day 6 (Volcanic Arena)

**Description:** Each strike temporarily freezes opponents, slowing their movement and attack speed. Ideal for controlling the pace of the fight.

### *7. Electric Bat*

**Unlocked:** Day 7 (The Grand Coliseum)

**Description:** Emits electrical pulses on impact, stunning opponents and dealing area damage. Effective for disrupting enemy strategies and creating openings.

8. *Magnetic Bat*

**Unlocked:** Day 7 (The Grand Coliseum)

**Description:** Attracts nearby metal objects and gear upon impact, disrupting opponents' equipment and making them easier to defeat.

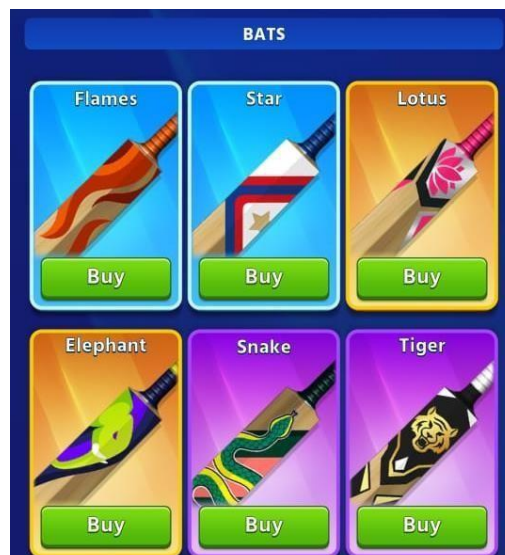
9. *Golden Bat*

**Unlocked:** Day 7 (The Grand Coliseum) or as a rare reward for completing all challenges

**Description:** The ultimate bat with unmatched power and prestige. Each swing delivers exceptionally high damage and creates a dazzling golden aura that temporarily blinds opponents. This bat is a rare, coveted item symbolizing ultimate skill and achievement.

## Reference

**NOTE\*:** The idea for creating these unique cricket bats was inspired by *Cricket League*.



## AI Version of The Cricket Bats (Can Be Modified)



### CHARACTER IDEA:

**Name:** Moustache Marshal (short for M&M)(Inspired by series – How I met your mother)

**Reputation Title:** Supreme Bowler

**Hook move:** The Carrom Ball - You must've seen Ravichandran Ashwin.

### Overview:

Moustache Marshal is a charismatic fast bowler known for his distinctive twirled moustache and exceptional bowling skills. With a flair for the dramatic, he blends humor and competitiveness, making him a fan favorite on and off the field.

### Appearance:





**AI VERSION OF APPEARANCE:**



### **Special Ability:**

- **CenterPoint (Supreme Level Ability):**

- Description: Moustache Marshal receives an on-screen pointer that guides the exact placement of his deliveries. This Supreme-level ability provides greater accuracy compared to lower tiers and has a cooldown of just 2 overs (reduced from 3).

### **Passive Traits:**

- 1. **Frozen Strike:**

- Effect: At Supreme Rank, Moustache Marshal gains a 10% accuracy boost while bowling, which increases to 15% during the last 2 overs when using the centerpoint. This enhancement makes him a formidable opponent in crunch situations.

- 2. **Synergy Master (Supreme Tier):**

- Effect: For every 10 runs scored or wicket taken, Moustache Marshal and his teammates receive a 5% boost to all abilities. At Supreme Tier, this boost maxes out at 25%, exceeding the usual 20% seen in lower ranks.

- 3. **Icebreaker Finish (Supreme Level Bonus):**

- Effect: At Supreme Level, Marshal gains a +10% boost to bowling power in the last 2 overs. Additionally, the accuracy boost for his entire team increases to 10% for this duration. The cooldown for the CenterPoint ability is further reduced by 1 over, allowing for quicker usage during critical moments.

## **2. SECOND CHARACTER IDEA:**

### **Character Profile: Veera the Vortex (Inspired by stree)**

#### **Overview:**

Veera is an iconic batswoman known for her aggressive and stylish gameplay. Her long hair, always tied into a signature braid, sways as she dominates the pitch, adding an aura of confidence to every shot. Her batting prowess, combined with her unique connection to her hair, makes her a crowd favorite.

#### **Appearance:**

- **Outfit:** Veera wears a sleek, form-fitting uniform, combining bold shades of crimson and gold. Her long braid, tied with a silver band, swings gracefully as she moves, almost like an extension of her power.
- **Accessories:** She sports padded gloves with grip-enhancing technology and a striking helmet adorned with her team's emblem.



**AI VERSION:**



**Special Ability:**

- **Braid Blitz (Supreme Level Ability : freezing ability):**



- Description: Veera's hair braid becomes a symbol of her focus and agility. When activated, her reaction time increases by 15%, and she gains a 20% boost in power on shots to the leg side. This ability has a 3-over cooldown.

### **Passive Traits:**

#### **1. Whirlwind Strike:**

- Effect: Veera's braid adds extra flair to her shots. For every consecutive boundary (4's or 6's), her power increases by 5%, up to a max of 20%. This visual flair also unnerves bowlers, increasing the likelihood of missed deliveries.

#### **2. Rapunzel Reflexes:**

- Effect: Veera's long hair enhances her agility and timing. When hitting a ball after a bouncer or Yorker, she gains a 10% accuracy boost to perfectly time the shot. This boost increases to 15% in the last 3 overs.

#### **3. Vortex Momentum:**

- **Effect:** Every time Veera hits a boundary, her entire team gets a 5% boost to their running speed between wickets. This effect lasts for 2 overs and can stack up to 3 times.

### **How I got this idea?**

The inspiration for my game idea stems from my personal journey with PUBG Mobile. Initially, I was utterly clueless about the game's mechanics and strategies, but over time, I gradually improved my skills. While I wouldn't claim to be an expert PUBG player, the game has been a fantastic platform for teamwork and communication. The thrill of coordinating with teammates, planning strategies, and executing them in high-stress situations has been exhilarating.

This immersion and the thrill of teamwork sparked the idea of merging PUBG Mobile's elements with cricket. The concept of blending strategic combat with the dynamic action of cricket offers a fresh take on both genres. It combines the tactical depth and excitement of battle royale games with the unique mechanics and challenges of cricket, creating an engaging and innovative experience.

### **UNIQUENESS OF THE IDEA**

This whole idea stands out due to its unique combination of two seemingly unrelated realms: the classic sport of cricket and the thrilling, high-stakes world

of battle royale. By merging familiar cricket elements with survival gameplay, players must leverage their cricket skills not only to score runs but also to outwit and eliminate hidden assassins equipped with special abilities. The addition of distinctive cricket gear and power-ups, like the lightning ball or grenade ball, enhances the gameplay, transforming it into more than just a typical sports experience and introducing layers of strategy and excitement. Each day presents a new arena, ranging from jungles to volcanoes, along with fresh challenges and tactics, ensuring that every game feels unique. This inventive mix of genres, combined with the introduction of increasingly powerful abilities and diverse environments, delivers a captivating experience that distinguishes itself in both the gaming and sports worlds.

## REFERENCES:

- **ChatGPT 3.5:** Used for research and conceptual support.
- **Meta AI:** Leveraged for AI-based insights and game enhancements.
- **Gemini:** Utilized for research and image creation.
- **Learnado.ai:** Applied for educational resources and image creation.
- **Canva:** Used for designing visuals and graphics.
- **Animemaker:** Created animated elements for the project.
- **Pinterest:** Used for gathering visual inspiration and mood boards.
- **PlayStore:** Downloaded and explored different games to gather insights.
- **FIFA Mobile 21 – FIFPlay (fifplay.com):** Researched new tournament structures.
- **UEFA Champions League - Wikipedia:** Studied tournament history and format.
- **Miniclip Support (<https://support.miniclip.com/hc/en-us/articles/4409027304337-What-is-Cricket-League>):** Explored the history and gameplay of Cricket League.
- **World Cricket Championship 2 (<https://world-cricket-championship-2.en.uptodown.com/android/versions>):** Reviewed the version history and features for further insights.
- **PUBG Mobile Tournaments – Liquipedia:** Researched PUBG tournaments for competitive gameplay structure and inspiration (<https://liquipedia.net/pubgmobile/Portal:Tournaments>).

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