# soccer rumble

Basically a copy of the *Rumble* gamemode from Rocket League. Just 2D, ¾ view, local multiplayer, with my own spin on it.

(It should feel like its own little “esport”.)

## General

It’s soccer. One team against another. (Allowing more than 2 teams might be interesting?)

Score more goals than the others in the allotted time.

## Controls

**Keyboard:**

* Arrow keys => but they don’t bind to move (left/right/up/down) automatically. They bind to individual actions, displayed above your head. (If we place the icons in the shape of the arrow keys, it should be even clearer.)

**Controller:** Support *double-teaming* on a controller.

* One uses the joystick (if a direction is *greater than* some threshold, it’s activated)
* One uses the four buttons (similar to arrow keys)

**Mobile:** should I support this?

## 2D or 3D?

2D is much easier (for me, and in general). With one huge exception: how do you *realistically* simulate the physics for balls and collisions in this system?

I don’t see any good way to do it.

As such, we’ll have to **make the game 3D** but **make it look 2D.**

## Specialties

There are powerups across the field. Players can pick them up and then *use* them.

**IDEA: *all actions must be picked up***. They appear as powerups across the field.

* Above player heads, 1-2 icons appear (with their button underneath, if you turn that on).
* Press that button to activate that power

**IDEA:** Even **moving (horizontally/vertically)** is something you need to pick up?

* But then I need to ensure that you always have *at least one moving action*.

Rumble powers to copy:

* **Ice:** freezes ball temporarily (or until hit)
* **Magnet:** magnetizes ball to you (no matter who or what is between)
* **Grappling hook:** *you* are pulled towards the *ball* (but can be broken *and* adds much higher velocities to the ball)
* **Plunger:** same as grappling hook, but *ball* is pulled towards *you*.
* **Boxing Glove:** just punch someone away
  + Rocket League has the distinction. *The Boot* kicks a car, *Haymaker* kicks the ball.
* **Swap:** swap places (teleport) with someone else
* **Superspeed:** you go super fast + hit the ball super fast. (Or are these separate?)
* **Spike:** glues ball to you (if you hit it on the spikes)
* **Tornado:** adds whirlstorm around you

**IDEA:** Add the concept of a *referee*?

* Option: one player *is* the referee. They cannot be tackled/penalized/pushed/whatever.

**IDEA:** Play a bit with the concepts of soccer. Really *simplify* most of the rules and *modify* others that might be more fun with modification.

* Ball bounces automatically from the sides => much easier than taking corners and stuff.

**IDEA:** Also different *ball types*. Or do we keep it contained to *actions* => which indirectly can influence how the ball works or interacts?

**IDEA:** Teammates can hand each other actions? (By bumping into each other, bumping on top of each other’s heads, etc.)

**IDEA:** When you score a goal, the *powerups you used to do so go to your opponent*! (Which means that, if you *do* get an overpowered combination or get lucky, the opponent has a chance to return the favor.)

**IDEA:** Players have their own stats. They gain experience *during a match*, making them better in some things (over time), and worse at others (over time). Of course, you can influence this by trying/training that thing more often.

Not sure if everyone should start equal, or with random stats.