

# KickShot For Android



# KICKSHOT

TM



**Problem**

Local Soccer referee and board game designer, Aziz Makhani, wanted to bring his game to a wider audience. He tasked team Red Card Dev with porting over the Junior version to the Google Play Store, the only place to buy Android applications. We needed to create a game that was true to the original design, while optimizing for an Android phone or tablet.

**Project Goal**

Design, develop and publish the app, KickShot for Android.

**Rules of KickShot Junior**

**Turns**

- Ball starts at midfield circle after every score or the start of each half.
- Offense rolls dice to advance the ball. Ball advances equal to the highest die roll.
- If doubles are rolled, the offense turns the ball over.
- Defense rolls the dice. If doubles, defense intercepts the ball.
- If offense advances to the goal line, they enter shooting mode and take a shot immediately.
- Defense rolls the dice. If doubles, defense blocks the shot and receives the ball on the line equal to the total dice roll.

**Doubles**

- If doubles are rolled, the ball is turned over.

**Scoring Goals**

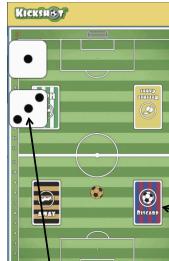
- When the offense makes it to the goal line, a shot is automatically taken.
- The defense can block a shot by rolling doubles.



**Team Red Card Dev**

Tao Zhang  
Robert Kleffner  
Jordan Leithart

**Last Semester**



The Size of Dices was too big

**Current Semester**



Ball Chip  
Score  
Warm Up Cards  
Dice after remake: will show on both sides.

✓ Animation  
✓ Sound  
✓ Menu redesign

**Design**

```

graph TD
    Offense[Offense] --> DiceRoll1[Dice Roll]
    Defense[Defense] --> DiceRoll2[Dice Roll]
    DiceRoll1 --> Doubles1{Doubles}
    DiceRoll2 --> Doubles2{Doubles}
    Doubles1 -- Yes --> OpponentOffense[Opponent Offense]
    Doubles1 -- No --> BallAdvances[Ball Advances]
    Doubles2 -- Yes --> PlayerOffense[Player Offense]
    Doubles2 -- No --> PlayerDefense[Player Defense]
    BallAdvances --> GoalLine{Goal Line}
    PlayerOffense --> GoalLine
    PlayerDefense --> GoalLine
    GoalLine -- Yes --> OpponentDefense[Opponent Defense]
    GoalLine -- No --> OpponentBlock[Opponent Block]
    OpponentBlock --> GainPossession[Gain Possession]
    GainPossession --> Offense
    OpponentDefense --> OpponentScore[Opponent Score]
    OpponentScore --> Doubles3{Doubles}
    Doubles3 -- Yes --> PlayerScore[Player Score]
    Doubles3 -- No --> OpponentScore
    
```