**Flick Stick Android Game Idea**

The idea is a mobile android game that can be played between two people or one player against a bot. The basics of the game comes from the sport soccer. On the phone within the game, the field will be laid out just as a soccer field is. The green pitch will have the white lines and marking and two goals at the end of the phone. There are two sides to the field and on each side there will be 11 sticks (22 total) laid out in a predetermined formation. These sticks do not and are more of an obstacle in the way of each goal. The soccer ball will start at the middle and the players must decide who goes first; a flip of a coin can determine who goes first. The first player flicks the ball with his finger and the aim is to try and score or position yourself for a better angle to the goal. But, each player will rotate turns. Once one player flicks the ball it’s the next players turn to flick the ball trying to score themselves. With the sticks throughout the field, angles have to found to get the perfect hit and make the goal as the sticks can cause the ball to bounce off of them in different directions depending where they hit. First to a certain amount of goals wins!

