**Flick Stick Project Proposal**

Flick Stick is to be a mobile android soccer game. This game will be intended for all users. The age will probably start around 3 years old and up or at least once kids can start knowing how to handle the game and the phone or tablet. There are many flick soccer games out on the Google Play Store already. These games include Flick Shoot, Flick Soccer, Flick Kick Football Kickoff, and Stick Soccer. All of the android soccer games have one thing in common which is the player is only flick shooting shots on goal sometimes with goalkeepers and defenders in the way. The end goal for these games is to see how many goals the player can score either before time is out or before they run out of attempts. Flick Stick will be taking the flick part of these soccer games to a different level.

The layout on the android phone or tablet will be just as a soccer field is with its markings to specify each side of the field which include the two goals. Each side of the field will contain 11 sticks (22 sticks in total) and will be placed in a pre-determined formation to act as obstacles on the field that cannot be moved. The ball starts off at the middle of the field and in order to start, the players must choose who goes first; a flip of a coin can determine this. The first player flicks the ball towards the goal opposite of him in order to score. With the sticks being in the way, the player must find the best angle to score or even position himself the best. Players rotate turns every time the ball is flicked. The game can be played between two players or one player and a robot as there will be a tournament mode in the game as well. This game will also be able to be played online against other players to gain reputation and a better record. The player scores a certain amount of goals (3, 5, or 10) wins.

Different hardware and software can be used in order to develop this game. Starting off, any android phone or android tablet with a more current android operating system can be used to put this game on it. In the case of developing this game, the Google Nexus 5, which has android 5.0 Lollipop, will be used. Through a PC with Windows 8.1, this game will be developed in Java and the Java Game Development Framework will be used to develop Flick Stick. The development will use eclipse and along with it a downloadable Android Developer Tools that will give features such as GUI access within the Android SDK tools, another software that will be used.

This project is definitely going to be a challenging one as I have never built an android game before or any type of game for that matter. It applies much of what I have learned in other classes especially when it comes to Java and graphics within the game. It seems that it could be very difficult at times and will take a lot of my time all semester, but I am completely up for the challenge of making this as great as possible as I definitely have all the things I need to make it such. The reason I want to do this project is because it encompasses a lot of what I like. I love the sport of soccer and I love video games. My goal has always been to develop games in the future and this could be my first step. Not only that but games captures many people and I am really hoping that it would catch the interest of my classmates as well as the professor with my idea and especially when the game is all set and done.