# **Game Project - Streetball (basketball)**

### Concept - Similar to the old nba street games where we have different unique players all with their own styles and swag (lol).

## **Game Modes -**

* Story - city/park takeover around the US (outside countries dlc??). 6 - 10 courts?/
* 3 v 3 full court
* 1 v 1 - rep/money games
* 21 aka hustle
* 2 v 2?
* 5 v 5
* Online - rival games against other factions. Look at for honor faction system for example
* Knockout
* 3pt/shootout
* Horse

# **Idea Center**

* Custom characters for story? And online??
* Different archetypes of characters
* Rep system
* Music from 1990’s, 2000’s, 2010’s, 2020’s
* Sound effects for steals, blocks, different type of shots, crowd reactions
* Player comments - game announcer
* Shot clock
* Hooper Mode - Player on fire system. So for this i'm thinking a player has to do consecutive things to get {hot, on fire, demon time, etc}. For example for the defenders maybe consecutive blocks, steals, forced TO’s. Ball handlers - crossovers. Shooters - shots (depending on if they specialize in midrange or from 3).

# **Player Archetypes -**

* Pure pg - passer
* Scoring guard
* Ball handler
* 2 way wing
* Midrange assassin
* Scoring forward
* Sniper
* Defender
* Post god
* Shot blocker
* Lob machine

# Midjourney pics

<https://drive.google.com/drive/folders/19s7BBrXUbcKVqWovAskKOVZ4uUHx8klC?usp=drive_link>