

Pitch document

Game Overview:

StreetBall is a 3D simulation sport game where you can play both Soccer and Basketball in a single game. Unlike other sports, you play in the streets with no rules at all. You heard it right, streets and no rules isn't amazing? The player can pick from a 3vs3, 4vs4 or a 5vs5 game mode and play against the AI or other players online/locally in a fully urban environment.

Why create this game:

Well, the first reason would be that it merges two different sports in a single one and also because there's no game out there right now that simulates Basketball and Soccer in an urban environment. And finally, I believe that almost everyone either played Basketball or Soccer in the streets with their friends at one point in their life so simulating it would unlock deep memories and bring nostalgia to the player.

Gameworld overview:

As you probably figured, the world is simple. It's either a basketball court or a Soccer field. What will be different is the environment. For instance you would play in a red soccer field surrounded with fences and graffiti on the walls..



The weather option will be included in the game so you can play basketball on sand while it's sunny or soccer at night next to a train station while it's raining. However, the weather would be random for each game and it will influence your players in the game. For instance, their chances of slipping when it's raining gets higher.

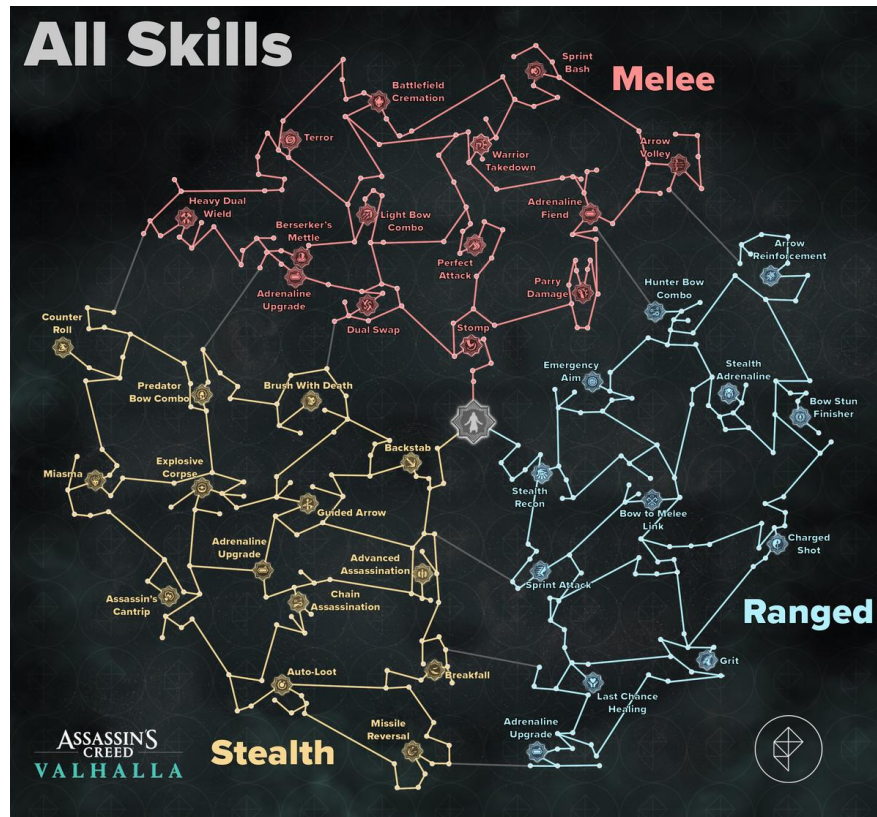
Game System overview:

The player starts the game by building his character (that will include nationality, hair, facial features, name etc...)



The Game System goes as follows, you start from scratch with 0 xp, 0 skill points and 0 street coins. Your goal is to grind through the street leagues and championships. Each league and championship will have some restrictions. For instance, you won't be able to play Urban League unless you are level 25.

The xp helps your player to build his level. The skill points are used to unlock your player's traits which will be a tree and it will involve (Physical, Dribbling, Passing, Shooting, Pace and maybe more in future) The more you unlock the better your player will be in game. And finally street coins are used to purchase new outfits, shoes, balls, fields, packs, and most importantly players in your team.



There's also a leaderboard system in which it will always rank the top 10 players and depending on how long they stay in the leaderboard they get exclusive rewards such as (unique balls, skill moves, exclusive fields/courts...)

Gameplay Overview:

As mentioned above you will either play in a 3vs3, 4vs4 or 5vs5 game modes. You will play in an urban environment where you can execute a bunch of skill moves that you will unlock with some crazy passes and shots as well. There's a bar on the top left for your team and one on the top right for the opponent that fills up if you do a combo of efficient passes and skill moves or if you defend good and carry on with flawless passes etc. Once the bar is full your player can go into this "Rage mode" where he's fast and pretty much unbeatable.

The camera will be focused on the ball.

The player can play any position he wants (Goalkeeper, defender, midfielder or attacker) and he can change his position by pausing the game at any time during the game.

Every soccer game is 6 mins for each half and for basketball it's 3 mins for each quarter (TBC).

The monetization strategy of the game:

The main strategy would be selling the game in both shops and online stores with in-game purchases. Sponsorships from popular brands is on the list but I believe it will require the game to grow to do that.