Arthur Micha

Section A

TP Mentor: David Diao

Proposal

The First FIFA

Description of the game: This game is a mix of FIFA and the mobile game Soccer Stars. In FIFA, the user controls a team of eleven players and tries to score against another team of eleven players that can be controlled by an AI or another user. This game is displayed on the screen and played just like a real soccer game on television would be. In Soccer Stars, the user controls 5 “curling stones” which can be launched forward to hit a ball and score in a goal. The user plays this against another team of 5 curling stones and again, against an AI or another user. Finally, this is played in a bird’s eye display, with both goals on either side of the screen, and the ball being able to bounce off of the walls. The game I will implement includes elements from both of these games. The players from the teams will look like curling stones, except instead of throwing them, the user will control them with the arrow keys, like in FIFA. The field will be displayed in a bird’s eye view with both goals on either side of the screen and the ball will be able to bounce off the upper and lower walls, but not the left and right walls (next to the goals), this will result in a goal kick, where the goalkeeper starts with the ball. As opposed to the complexity of FIFA, my game will only include a pass, shoot, and tackle operation (no skill moves or crosses or complex passes).

Problem: The problem I intend to solve, through coding a game, is entertainment. This game has nothing else to it than just sheer entertainment and fun. This game solves this problem because it is simple to play and has a clear purpose and is distracting, which makes it entertaining. All the user has to do is move, pass and shoot to try and score. Since this could involve different strategies to score, and also since both FIFA and Soccer Stars have been very successful and proven to be entertaining and even addictive, I believe that this game is entertaining.

Different tasks: First I will code the graphics of the field. Then I will need to get the players to move. Then I will code the ball and its properties of bouncing off of walls and give it an effect of dribbling with players (can’t bounce off players, but sticks right in front of them if contact is made with any player). Then I will need to code the AI. Then I will need to add the game mechanics of points and goals… Then TP3 and all complex additions

Hardest task: AI. I plan to make an algorithm for the AI such that the defenders move to cut off the attackers passing lanes. The AI algorithm for them going forward will be to get as close to the goal as possible by passing if an open passing lane exists, and shooting only if inside the 18-yard line box and no players between ball and any part of the goal (not the full goal, just a part).

No tech other than TKinter