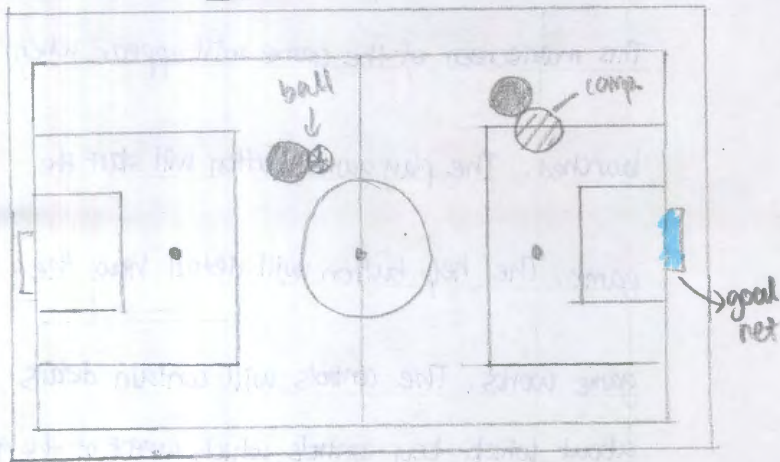


Level 1

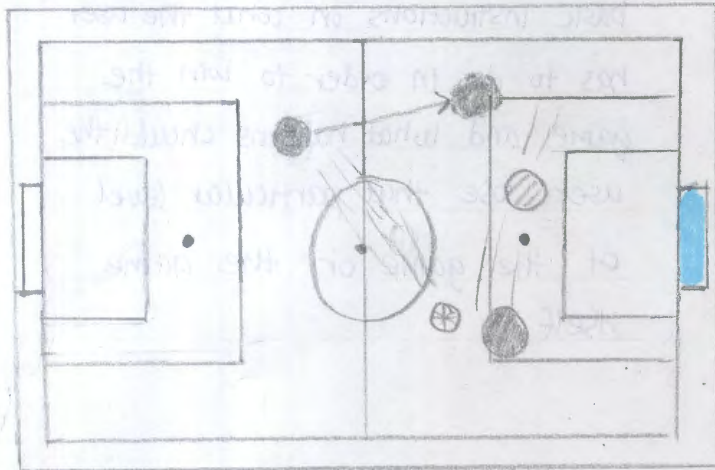


The defender ~~is~~ is currently marking the user's striker

This represents the first level of the game. The user controls the fully shaded players. The computer controls the partially shaded player.

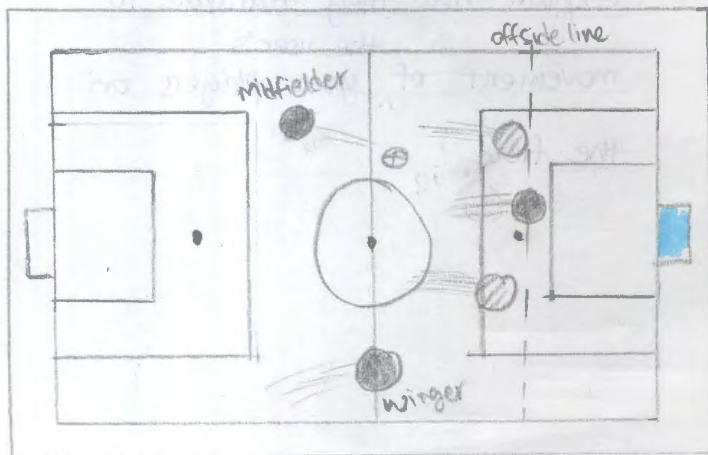
The objective of the user will be to pass the ball between his players without the defender intercepting and score a goal.

Level 2: Computer player more intelligent



Notice how the computer controlled defender moves as well but does not ^{lose} track of the midfielder

This represents the game in motion for level 1. If the user who starts by controlling the midfielder passes the ball to another location on the pitch, the striker runs to intercept the ball allowing the midfielder to make an overlapping run.



A higher level of the game could be an implementation of the offside rule where if the midfielder / winger make passes to the striker and the striker is beyond the defensive line, the user loses that round.