Term Project Proposal

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Section F

Introduction

For my 15-112 Term project, I shall be doing a football (soccer) game based on the Tkinter Module supported by Python. This game will be centred on a progressive level by level play structure with each level getting considerably more difficult than the previous. The objective in each level of the game will be to pass the ball amongst your players on the soccer field, whilst evading opposition team players and scoring a goal. If the opposition player were to take control of the ball and clear it, you lose the level.

Problem with current football games

This project attempts to address one main problem that is prevalent in current football games. The 2 most predominant football games that are widely used by the gaming community are *FIFA* and *Football Manager.* Despite their many differences, a commonality that these games share is that the entire game revolves around the user choosing the team, tactics, starting line ups etc., for any competitions / league matches that the user’s team will be involved in. However, when it comes to training the team players, most of the training in these games are either simulated or a single player trains by himself, with increases in player characteristics such as strength, agility and speed shown as numbers, rather than the manager or in this case the user being able to control the training set up and simulation as well.

Solution

Thus, this term project will address that problem where each progressive level of gameplay will simulate a harder training session by having more highly ranked opposing team players or adding more players. The training sessions that will be programmed for each level will be based on very common and generic theme of possession based football which most well known coaches in today’s modern game predominantly use. This theme is incorporated into the game such that if your team loses possession, you lose that level. Hence the objective of the user will be to try and score a goal while retaining possession.