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**Group: I**

**Roll Number: 26**

Title:

Foosball Game

A football field with balls and balls

Description automatically generated

Description:

This is a replication of the foosball game where two sides play at a time. Each side will try and score a goal by moving their players up and down whereas the opposition will try and defend the same way.

Features:

* Each side will have 4 rows of players (GK, DEF, MID, FWD)
* Each row can move either upwards or downwards
* The ball will deflect if it hits the player
* A team scores a goal when the ball goes inside the opposition’s goal-post
* The ball will rebound from the walls
* Players can shoot the ball
* Score counter to keep the count of the score
* A team wins the game after reaching certain goals (say, 5) or if time runs out
* Can play against CPU in 3 different levels (easy, medium, hard)
* Sound effects for goals, shots, etc.
* In-game Power-ups like super shot, goal-line wall
* Determination of shot power based on key pressed

Additional Features:­­

* Customizable kits selection
* Different field effects (For e.g.: for slippery ground, the power of the shot will be less)
* A team can choose from the available set of formations