C++ Game

RPG Football

3d Pitch

Areas on pitch where stuff happens, timer for 90 minutes

Objects to pick up

Areas of Pitch

* Free Kicks
* Corners
* Throw-ins
* Goals
* Kick Off

Encounters

Players

Nationality

Stadium

Injuries

Stats

* Defence
* Attack
* Tackling
* Shooting
* Speed

Equipment

* Boots
* Shorts
* Top
* Weapons

Players are from a database, no real names but generated

Clubs are generated by players, manager name, stadium name, team name

3d Generated Pitch, object that moves around the pitch with directions from manager (forwards, backwards, left, right)

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Corner |  |  | Goal |  |  | Corner |
| Throw in, Crowd Encounter | **Encounter** | **Encounter**  **Shoot**  **Keeper** | **Encounter**  **Shoot**  **Keeper** | **Encounter**  **Shoot**  **Keeper** | **Encounter** | **Throw in, Crowd Encounter** |
| Throw in, Crowd Encounter |  |  |  |  |  | **Throw in, Crowd Encounter** |
| Throw in, Crowd Encounter |  |  |  |  |  | **Throw in, Crowd Encounter** |
| Throw in, Crowd Encounter |  |  |  |  |  | **Throw in, Crowd Encounter** |
| Throw in, Crowd Encounter |  |  |  |  |  | **Throw in, Crowd Encounter** |
| Throw in, Crowd Encounter |  |  |  |  |  | **Throw in, Crowd Encounter** |
| Throw in, Crowd Encounter |  |  | **KICK OFF** |  |  | **Throw in, Crowd Encounter** |
| Throw in, Crowd Encounter |  |  |  |  |  | **Throw in, Crowd Encounter** |
| Throw in, Crowd Encounter |  |  |  |  |  | **Throw in, Crowd Encounter** |
| Throw in, Crowd Encounter |  |  |  |  |  | **Throw in, Crowd Encounter** |
| Throw in, Crowd Encounter |  |  |  |  |  | **Throw in, Crowd Encounter** |
| Throw in, Crowd Encounter |  |  |  |  |  | **Throw in, Crowd Encounter** |
| Throw in, Crowd Encounter |  | **Encounter**  **Shoot**  **Keeper** | **Encounter**  **Shoot**  **Keeper** | **Encounter**  **Shoot**  **Keeper** |  | **Throw in, Crowd Encounter** |
| Corner |  |  | **Goal** |  |  | **Corner** |