**1.Introduction**

Headball is a 2D arcade game. The game will basically start with the main menu which includes play,settings, credits, how to play and exit sections. Before starting the game, user is going to have an option to choose his/her favorite character to play. Main object of the game is to score against the other player and to make higher score than the other player when the given time is finished. When the game starts, there will be two goals on each sides and the football players will begin the game infront of their goals. A ball will appear in the middle of the field and each player is going to try to hit the ball to score. In order to make the game more enjoyable, there will be different modes(normal and the random mode) and powerups. There will be different power ups such as fast movement and fireball which will be able to used by the player when the user triggers the related powerup via a key binded to it. The current score is always going to be displayed and updated on the provided scoreboard.

**2. Installation**

Java Runtime Environment has to be installed on the computer to run the game. By clicking the .jar extended file game will basically run and using jre, will give us opportunity to run the game on various operating systems.