**BOARD**

**Size X: 20**

**Size Y: 15**

**SHOTS**

Some of the super shots may take some player turns to charge, some will execute immediately. During this time the player is vulnerable, so it may be a good idea to start a shot in the first turn of a player phase.

**. Light Shot:** Similar to Hyuga’s Tiger Shot, it is a very strong shot with a linear trajectory. It can stunt a player if he tries to block it.

**ABILITIES**

There are abilities that only one type of player (GK, DF, MF, FW) can learn. There are other abilities that any type of player can learn.

. Teleport: The player teletransport to a tile, so players can´t block him.

**NOTES**

. Players can decide what way they are gonna face after a move. It is always easier to move in the direction you are facing.

**IDEAS**

. Tiles that change during the game, like grass worn out by a super shot.

.Map zoom

. Idle animation

Create names randomly (japanese?)

<http://www.behindthename.com/random/>

**LEVELING**

To avoid farming there are few options:

. Give stars (or any kind of score) depending on how well you won the match. Those stars can be redeemed for experience points or abilities.

. Have a max level cap that increases with each match won.