**BOARD**

**Size X: 20**

**Size Y: 15**

**GAME**

. A match is divided in Player Phases. A player can make a maximum of 5 moves during his phase. After 5 moves, the phase ends and the opponent phase starts. If a player loses the ball during his phase, the phase ends. A team player can make as many moves as he wants, but only one of each type. The types are: Move, Dribble, Pass, Shoot, Tackle.

**PLAYER**

. Each player has the following stats:

. Stamina Points (SP): They are needed to move and perform actions

. Ability Points (AP): They are needed to use abilities

**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.

**. ???? v1:** Adds 2 more moves to his team phase

**. ???? v2:** Adds 3 more moves to his team phase

**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.

**BOARD**

. There are different boards, with different surfaces and properties, like grass, sand, snow, rain…

**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.

**GAME MODES**

**History Mode**

. The main game mode is the history mode. There are six matches in total that are unlocked as the player wins them.