

Game concept – Soccer Head Game

Intro

I am going to create a 2-player soccer head game where the players will play against each other to score the most goals, like in a classic football match. The game will consist of 2 player heads (so no feet or body) where the players will hit the ball by colliding with the ball, where the ball will have a restitution, allowing it to bounce against the edges of the game world and the players. If the ball collides with the opponent's net, then their score will be incremented. The game ends when the timer is up. There will be a save ability implemented which saves a head-to-head record between player 1 and 2, this record will be displayed at the end (player 1 wins – draws – player 2 wins).

User controls –

Player 1: WASD, W will be used for jump

Player 2: Arrow keys, UP will be used for jump

Graphics

Each player will get to choose a character that they would like to use in the game by selecting a player that exists in real life (e.g., Ronaldo and Messi). A stadium will also be selected where depending on what stadium they pick, will be the background of the game. The score will display on the top of the screen, including a countdown timer to show how long is left.

Sounds

- When the game begins, football themed music will begin playing, inspired by FIFA
- During gameplay, there will be crowd noise of cheering
- When a goal is scored, a referee whistle sound will occur

Pickups

Pickups will randomly appear every 15-20 seconds during game time in the centre of the game, where if collided with, that player will gain special abilities, these abilities will last about 10 seconds to make the game more balanced. e.g.

- **Speed** - lighting bolt graphic – allows player to move faster (x and y will be increased more when they move)
- **Enlargement** – large head graphic – player character will enlarge in size, making it easier for them to hit the ball
- **Big Goal** – net graphic – makes the opposition goal larger, making it easier to score
- **Next Goal counts for 2** – “+2” graphic – the next time they score, it will count as 2 goals
- **Freeze opponent** – ice graphic – opposition player can't move (remove key listeners)
- **Plus a few more ...**

Game level design

The game will consist of 4 game levels, where the first level would be a 'classic' game where there are no obstacles. Once completed a winner of that level is decided, then they move on to levels 1, 2 and 3 where the obstacles become more harder, as it makes the bounces and ricochets of the ball harder to predict, making it harder to score goals. Once all levels are completed, an aggregate score across all 4 game levels is used to determine a winner or a draw. e.g.

Classic: (player1) 4 – 5 (player2)

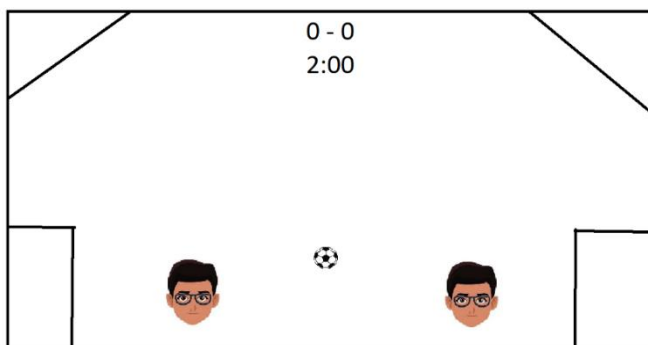
Level 1: (player1) 3 – 1 (player2)

Level 2: (player1) 1 – 2 (player2)

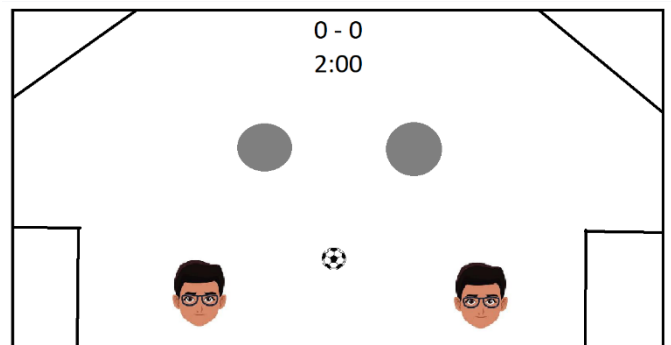
Level 3: (player1) 2 – 3 (player2)

Aggregate score = (player1) 10 – 11 (player2) - Player 2 will win in this example

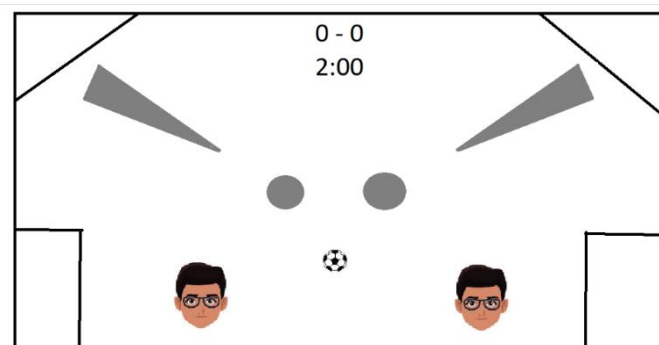
Classic



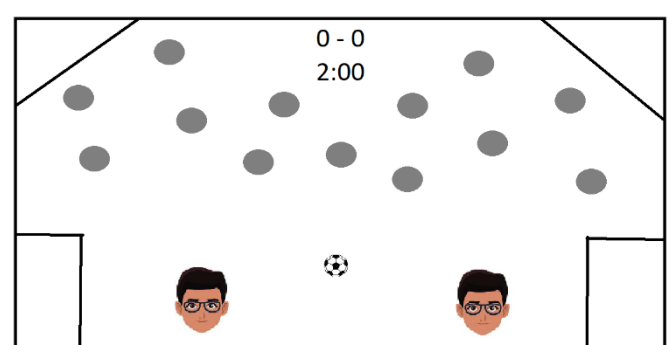
level 1



level 2



level 3



Each level will have a higher number of balls (classic – 1 ball, level 1 – 2 balls, level 2 – 3 balls etc.) the 'obstacle shapes' will also be moving randomly within a defined area in the world, making the game harder as the ball(s) will be ricocheting even more.