

Title: Target Practice

Overview:

This is a skill-training session where a player has to hit a target with a football. The football is presented to the player at various speeds and angles, which the player must analyze to direct toward a marked target. The player has the ability to control the force and angle of their kick.

Value Statement:

Players who are struggling with the game will get an opportunity to learn its mechanics. This will increase the number of players and also improve existing players' abilities. With more competition, more challenges are created by players during gaming sessions, making the game much more interesting.

Solution:

This feature will help players understand how the game's mechanics work. With a good understanding, players will become better and more competitive. Experience points can be earned to show how good a player is, which can aid in team formation. Experience points are earned based on practice results.

Evaluation Statement:

Some players might repeatedly play these training sessions rather than the main game to improve their experience points. The experience points can be capped based on the best score, with points awarded only when the score improves. The target practice might have limited challenges and may not fully replicate a real game. That is what makes this session separate from the game; its unique selling point is giving an essence of the game, but not the actual game itself. New challenges can be added over time based on how players utilize the feature and on their feedback and expectations.