**Game Title:** Rocket League (developed by Psyonix)

**Game systems:** N. Switch, PS4, Xbox One, Steam

**Target Age:** Everyone

**Rating:** E

**Summary:** Rocket League is a sports game taking the soccer formula, but instead of using controlling human avatars, players control cars. The game assigns 1 to 4 players to each team in a rectangular arena, with one objective in mind: putting the ball into the opponents' net. Cars can drive up the walls from the curve surface between the floor and the wall. They also can jump, and mid-air jump, allowing them to hit the ball in the air. The standard ball governs a lighter gravitational pull to the cars, making it to its able to fly across the arena. Boost powerups are evenly scattered around the arena on the floor; picking up one allows the cars to boost. If the player uses its’ boost towards the opponent’s car, that car will be demolished and will be respawned in their net.

**Gameplay Modes:** The game has a competitive mode, where players can compete in a standard game and rise through the ranks. This ranges from Standard (3v3), Doubles (2v2), and Solo Duel (1v1), and Solo Standard (3v3). Casual mode like competitive mode without the ranking system; it has Standard, Doubles, Solo Duel, and Chaos (4v4). Both competitive and casual modes are done via online. Training can be done locally, here the player practice tricks and fundamentals. Under this, “Free Play” is where the player can free roam in the arena, with no one else but the player and the ball. “Goalie” let's the player practice saving shots by their net. “Striker” let’s players improve their ground shots, whereas “Aerial” let’s them practice aerial shots. Finally, Garage mode allows players to customize their car; they can change the model of the car, the wheels, the car skin, the hat that stays on the roof, the antenna on the back, and the streaks when boosting.

**Selling Points:**

* Easy to play, hard to master gameplay
* Great take to the soccer formula and sport genre
* Overall improvement to its prequel, Supersonic Acrobatic Rocket-Powered Battle-Cars
* Active competitive scene (Rocket League Championship Series)

**Competitive Products:**

* Twisted Metal
* Lethal League
* Mario Strikers