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| **Platform** | **Players** | Genre |
| **Ipad , iphone** | **2 or more** | **Multiplayer Sports** |

**Description**

The game consists of a rugby ball and two or more players. Each player gets a turn to kick the ball and try and kick the ball in a direction that the other player can’t get to. The first one to force back its opponent and score a drop kick wins.

**Types of kicks.**

**Grubber** – rolling on the ground. This type of kick can’t be caught from the air and thus no points can be obtained from this. This type of uses less stamina and have a unpredictable bounce, thus this kick if the bounce is good can bounce right over the opponent to gain good ground. Due to the low air travelling of this kick it’s not affected by wind direction and makes it a good choice when the torpedo is not an option.

**Torpedo** – This is the most powerful kick in the arsenal, it’s very accurate and because of the torpedo motion it’s very effective against wind. This kick uses the most stamina. The direction of this kick is limited to angles of 30 degrees.

**Standard** – kick in any direction. This standard kick is affected by wind and has a good chance to turn out to be a grubber or a kick with relatively good airtime. It’s a good kick that uses little stamina but it can backfire.

**Up and Under** – this kick uses medium energy and has the longest airtime, because of the high airtime it’s significantly affected by wind direction. If the wind is correct this kick can be as effective as a torpedo for less energy for distance.

**Place kick** – You are not allowed to move after catching. This is the effect of a up and under on the opponent, the kicker nominates a kick before kicking the up and under, and when caught the catcher will have to honour the place kick and only kick what is nominated.

**Drop kick** – the drop kick is used for winning the game by kicking through the posts. When the kicker is in target for the posts he can try the drop kick. If the drop kick is missed the game restarts in the middle of the field. Once the drop kick is over the posts the game is won. If the drop kick misses the game resets in the middle of the field with advantage to the opponent, i.e. he has the ball to start. The kicker starts with full stamina, the stamina level of the defender generates as per normal after the drop kick.

Starting the game.

Once downloaded the player in in the game menu, the first time the after install the player will be prompted to create a player. The player will be given a set of experience points which can be allocated to certain skills each player will start with the same amount of point. The sum of all points will be used to indicate a players’ level up to the maximum level. The maximum level is reach by a cap which is preconfigured to a set number of points. Once this cap is reach a player can adjust his points between games.

During player creation the player can also pick a basic selection of team jerseys. Additional jerseys can be purchases \*See merchandise. The player also starts with a basic pair of boots and a ball. The ball is signed with names from opponents played. This serve as an indication of the amount of games the player has played in his career.

Once the character is created the game moves into a wall of fame. This wall of features his older jerseys if he bought a custom one, it will feature trophies of games won, it features a screen with stats, kicks , types of kicks and points scored by the various kicks. The furthest kick. shortest game, longest game, recent loss, wins.

There will also be info on upcoming tournaments.

You can then choose to go into the training room to practise your kicks, you can get x experience per day in the training room practising your kicks. Weather will be randomized.

In the wall of fame background you can ready yourself and search for opponents.

The game is purely multiplayer. The iphone will detect people in your range if you run the application and you can invite them to play with you.

There are a few options such as sound which will play the sound of kicks, wind and crowd cheering when winning the game.

Each player will have the ability to customize their jersey of their player for optional payment. They can also buy new boots which will help with kicks. This is to monetize the customization of the game. There should be easy to set rules when playing to Ogive the opposing player in order to give a level playing experience.

Player experience for skill points can only be earned by playing other players. The experience gained should pop up on the screen when the kick takes place and once the other player has the ball the turn is “over”. It is then the other players’ turn to kick the ball.

Stamina is required for running and kicking. This is done in order for the game to be more tactical. Thus I can kick the ball to the far side of the field and thus the other player should run far if he was on the left side. He then uses his stamina to run to fetch the ball, the longer he runs the more time I have for my stamina to regenerate (only whilst standing still).

I can thus position myself in the center of the field in order to run less, similar to the T spot on a squash court. The ball should have an detailed animation and shadow in order to depict bouncing and high kicks . Animation should include grass scattering when ball bounces. Note this is on a small device so it could potentially be anime style lines. Types of kicks should also be depicted differently like torpedo’s up and unders etc.

Fighting the same player should give you diminishing returns in order to prevent players from levelling up against one another.

Since this is a male, bragging game there should be ample reports and cool graphs just like on sport shows.

Number of kicks broken down by kick type and where the most points are scored. i.e. would be indicative of an all rounder VS a specialist

The map will scrollable and will be properly marked like in rugby.

The game is won when a player kicks a drop goal. This allows us to have another type of kick.

Should each kick have it’s own set of accuracy, distance, attributes and general stamina as a multiplier and speed for defence.

Kicking the ball high in the air have a long airtime, this kick

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| **Type of Kick** | **Stamina required** | **Travel Distance** | **Accuracy** | **Airtime** | **Can be caught** | **Impacted by Rain** |
| Standard | none | random | random | random | yes | low |
| Torpedo | high | high | high | medium | yes | low |
| Grubber | low | high | medium | low | no | high |
| Up and under | medium | low | high | high | yes | medium |
| Drop kick | custom | custom | custom | custom | yes | medium |
| Place Kick |  |  |  |  |  |  |

Kicking mechanism

When the game starts two players that joined will animatedly run to the center of the field for a coin toss. The options are heads or tales the winner maybe choose to kick or catch.

~~The kicking player can then select a type of kick from a sidebar. The kick will automatically stay on the specific kick after the kick has finished this allows for less change if the player has a speciality, options of the game should be able to configure a presets. See game presets. Once the type of kick is~~ there is a selected a green area in front of you is highlighted , this area is the running distance required for the kick. If the running distance is over your advantage line you will have to move backward. There is a 5ft. advantage line you can kick from, stepping over this line will turn over the ball to the opponent.

Once you ready you can press and hold your finger on the player. When you do this an you are not in a previously select kick mode the stamina circle will appear, this starts at green all the way through to a red hue at full stamina, while holding it down and stamina increase , this is the power use to determine the distance of the kick. While holding stamina down an arrow moves from right to left to indicate the direction of the kick. The more stamina is used the faster the directional arrow moves from left to right, once the stamina is built up to your requirement and the arrow is in the direction you want you can move your finger in the direction you want to kick. Once you let go the kick is finalised and the ball will travel in the direction you kicked, from this point the stats will influence the distance of the ball and the accuracy. The map will scroll to follow the ball . The opponents screen will track the ball to some extent and zoom in after the kick. The opposing player has to run to the ball by holding his finger on his player and dragging it. The faster the player moves his finger the higher the speed and the more stamina is used. When stamina is depleted the player can only jog and not sprint. Thus the opponent catching the ball should find equilibrium between how faster he runs in order to make the best catch while preserving stamina. Once he catches the ball the stamina doesn’t regenerate until after he kicked the ball. When then ball is kicked out the opponent is granted a additional 5ft. advantage .

Experience points are earned by catching, conversion kicks i.e. successful drop kicks. You also gain some points by kicking the ball out but not directly i.e 1 bounce. Direct will not give you points for other than for the distance between the sideline and you. i.e. kicking distance, you will also get experience points for distance of the kicker to the catcher if the ball is the playing field. If the back is kick out over the tryline you don’t get points and the opponent gets to start in the middle.

Experience gained can be used toward increasing your stamina. Stamina determines the power of the kick also known as distance or height for airtime. Stamina also determines how long you can run and at what speed you can run since you have more stamina you should be able to run faster before stamina depletes.

In order to increase the stats or your kicks you have to use them i.e. you can only earn experience points in kicks by using kicks. This is a set amount of experience earned per kick, once you earn enough experience you can choose how to upgrade your kick. This can be spent on upgrading, accuracy, distance, airtime , the stamina used will be a sum of all the attributes of a kick.

Catching – this ability is almost as important as stamina. This ability is used in order to stop the ball. When running towards the ball stamina will deplete, when you get close enough to the ball a catch radius will appear. This is when you are in range to catch the ball , when you are in radius you can tap the player, your finger should currently already be on the player as you are running by holding your finger on the player and dragging. When in range you can tap and base on the skill and kick off the opponent you could be able to catch the ball. If you miss the ball will keep on in the direction it was travelling. i.e. a miss. When catching an up and under you are place in a place kick mode which only allows you to kick a specific kick selected by the opponent. You do get extra experience for a place kick but it’s more difficult to catch. Each time you catch the ball you will get experience points in catching and this skill will increase.