

MetaTeamMates

Design Document for:

FightGoal

The futuristic sport game

“Play for fun, well almost”

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Version# 1.00

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Game Overview

PHILOSOPHY

Philosophical point #1

FightGoal is mixing 2 sports: handball and fighting. Whereas most of sport games are focus on only one sport like football or basketball, this game provide an original gameplay which isn't wanting to be the most realistic as possible, no restriction.

Philosophical point #2

Thereby, most of sport games apply the rules of these sports. These rules are often not really funny. Then FightGoal is the first sport game where the referees can change the rules at any time while a match, it depends if they are under pressure or show favoritism.

Philosophical point #3

FightGoal provides sensations not present in most of sport games but more present in fast FPS (Quake, UT4, ...). The game is nervous thanks to dash, jump, super shot. The ability to fight enemy players in match raises adrenaline maximally.

Common Questions

What is the game?

FightGoal is a futuristic sport game mixing handball and fighting.

Why create this game?

This game is totally unique and generates sensations which not any other games (not only sport games) can generate. It's a mix between the pleasure to play with friend at a sport game and the desire of destruction which is the best way to remove stress.

Where does the game take place?

The game takes place in a futurist world where this sport became more famous Olympics Games. The cars fly, there are exoskeletons, robots, the world in year 3452.

What do I control?

You control each teammates of your FightGoal's team. You can't control the referees but you can try to manipulate them.

How many characters do I control?

You control one character at a time. You can control the goalkeeper only when he has the ball.

What is the main focus?

The main focus is winning the FightGoal's championship.

What's different?

The gameplay, the rules and sensations are unique in this game.

Feature Set

General Features

3d graphics
16 official maps (+maps bonus free)
3 mods (career, exhibition, missions)
Skins (not free)

Multiplayer Features

4 players offline or online
Ranking system
Vocal chat enable for teammates only in match and for everyone before and after

Editor

Mod editor (if great success, mod added and reward for the creator)
Map editor (each month, best map added and reward for the creator)
Skin editor (skin championship every 6 month, add + reward)

Gameplay

Career: you create your team to win the FightGoal's championship
Exhibition: you play against AI or friend offline or online
Missions: you have to challenge some missions in a given situation, like to goal in less than 3 secs, to win a match in 3v7, to eliminate all referees in less than 2 minutes.

The Game World

The Physical World

Overview

The biggest part of the game is played on the FightGoal's stadiums. Only the menus and the wallpapers show some places of the world.

Key location

There is no reference to the current world.

Scale

The scale is a realistic scale.

Weather

The matches are inside, then the weather has no influence.

Day and Night

Likewise, there is no day and no night.

Time

The player's health depends on the time left. Be careful, the referees have the right to change the date of a match.

Rendering system

3D Rendering

The engine used is the Ignite engine, the most popular engine for sport games.

Camera

Camera Detail #1

The camera is placed for seeing a enough big part of the field but not too far for seeing the players.

Camera Detail #2

The camera follows the ball.

Single-Player Game

Overview

The career is a FightGoal's championship. You create your team captain and hire your teammates. The more you progress the more you can hire better teammates. You also unlock new abilities like SuperShot. You follow a planning of match. If your team needs a rest, you can do friendly matches but if you lose too much matches, some teammates will leave your team.

Hours of Gameplay

Like most of sport games, the story is not the main focus of the game but the progressive difficulty in order to earn skills.

3 levels: easy, normal, hard.

The normal difficulty is estimated to 4 hours. If you want to be good you'll need to finish the game also in hard level.

Victory Conditions

The player finishes the career only in winning the championship.

Multiplayer Game

Overview

The multiplayer game has normal games and ranked games.

The ranked games are only on official maps without mod: 1v1 in single ranked match and 2v2 in coop ranked match (2 different ELOs).

The normal games can be on every map in any mod. You play with/against people who have the same rank (one more ELO for normal game which constantly approach to ranked ELO).

Max players

In a match: 10 players, 4 spectators, 2 coaches

Servers

Client-server

Customization

Skin system, mod system

Saving and Loading

Only the 20 last games will be kept on the servers, but the player can download a game review on his platform and watch it at any time.