

## FightGoal Story Bible

### Basic Story Outline

HandBall is a sport game played since a long time ago. There was a lot of competitions and it was even played in Olympic Games. Time passes and this sport get less and less success and all the ways are good to become a professional, fairplay became weaker and weaker. And that's why in year 3452, all HandBall's rules have been replaced by only one : "Only faults whistled by referees count". The sport gain a huge success, especially when the match is brutal. This sport is now called FightGoal.

### Players Characters

You will play the captain of your FightGoal's team. You can choose your teammates, your upgrade, your weapons, and above all, your strategy : fairplay or violence.

### Non-Players Characters

#### Character 1 : Low Division

In this division, the teams can't ally accuracy and strength. Some of them will be brutal but won't think about put the ball in the goal, some other will avoid injuries even if it means to not shoot.

#### Character 2 : Middle Division

In this division, the teams understand that only the strategy can make you win. If they know that they have a great shooter they will protect him, if they know all your teammates are weak, they will burst them until surrender.

#### Character 3 : High Division

In this division, they play the rule : all the ways are good to win. They have obviously a good strategy but they also know how to make the referee become a friend who makes them win.

#### Character 4 : Referees

Some referees are braver, some are more fearful. Their personality depends on the division. They will be able to run as fast as they can, to fight and defend against player or other referees, to whistle or ignore faults, to exit the game and stop it if all of them are out.

## Settings

### Setting 1 : Atmosphere

We are in the future, there will be flying cars, exoskelton, boots with boost ...

### Setting 2 : Competition

All matchs will be inside (no rain, no wind). There will be 3 referee by match, it can be the same 2 times or more in a row. The maps will be symmetrical with 2 goals at each edge. The maps can contains walls, holes, movable parts, bonus.

## Other Important Narrative Elements

### Equipement

Each player has boots and another power-up. Boots can upgrade accurancy, top speed and agility. The power-up can be a jetpack, a dash, a power boost.

### Historical Lore

There will be no reference to current world (no country, no player).