

FightGoal

MetaTeamMates
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Target audience: +16, Teenage boys

Gamer type: Hardcore gamer

Target platforms: Consoles nextGen, PC

Genre: Sport Game

Number of players: 4 on local & multi

Projected release date: 2021

High Concept Statement

FightGoal is a Futurist HandBall game where all shots are allowed.

- The player can
 - Send the ball to the goal to mark a point
 - Knock any player with or without the ball
 - Knock the referees
 - Do SuperShots, which are harder to stop and do more damage
 - Do SuperMoves, such as Grind, Jump, Dash
 - Select his teammates, their powers, and upgrade his character
- The player will do it
 - For winning
 - For competition
 - For fun, the pleasure of destruction (cf GTA)
 - For showing his skills
- The player is placed in
 - A world where handball rules degrade with time
 - A futurist world where new technologies permit new moves and new powers
 - A FightGoal team where he can control the player who has the ball in the team
 - A championship he has to win with his team

- FightGoal is different from
 - Famous Sport Games (FIFA, NBA 2K) by the choice given to the player, to follow or not the “rules”
 - FIFA Street by the move skills required
 - SpeedBall 2 by the tactic used to win (fighting OR shooting, in SpeedBall it's more fighting and shooting and even shooting because fighting)

Player Experience Goals

The game will make player feel

- Sensation : the feeling of power when you can beat an enemy or override rules, have the feeling of being the game master
- Fantasy : the player is projected in a world where he can do SuperShots and SuperMoves in, not possible in real world.
- Challenge : the player has to train and to stay focused in order to reach a higher level
- Competition : the player will be able to challenge many people around the world

Feature Set

- Multiple combinations : tactic, upgrade, moves, powers
- Unique sport game require this kind of skills

Team Roles

I have competences in programming and music. I will be probably the music composer.

- **2 Mechanics programmers:** they program everything that player need for playing (move, shoot, fight ...). One programmer will more focus on the Artificial Intelligence.
- **Character designer:** he designs all characters and spectators (face, body, clothes, shoes ...)
- **SFX composer:** he creates and selects all sounds used for each event (hit, shoot, move, feedback ...). He will work with the Character designer for the voices of characters and spectators.
- **Music composer:** he creates and selects all musics used in the game (ambiance, menu, cinematic ...). He can help or be the SFX composer.
- **2 Animations drawers:** they create all animations used in the game (characters, ball, spectators ...). One drawer will be more focused on cinematics and will work with the Music composer.
- **Level designer:** he draws all playgrounds.

The Competition

- The system of camera (global view, following the ball), of control (several preset), and of pass, will be the same as famous Sport Games (FIFA, NBA2k), to help players to not feel disoriented.
- The system of SuperShot (filling a bar to use it), team selection (challenge and defeat the team where the player you want is) and character upgrade (one point can be put in any competence) will be kept from FIFA Street.
- Only the concept (mark points with ball or fight) and the context (futurist world) will be kept from SpeedBall 2.

Innovation/Creativity

Obviously, the grouping of sport game, fight, SuperShots and SuperMoves makes FightGoal unique.

But something really new, which will be maybe copied later, is the system of referees. The implementation of them will be such as they will act like humans where love of power, favoritism, and especially fear will lead them to make often unfair decision.