Soccer Game:

Features:

* Start screen (with random song)
* Pick team national or club: (make own team or use real teams)
* Pick location
* Game has
  + *Initial view of crowd*
  + AI for other team (randomly chosen)
  + Crowd display, field, goal posts
  + displays time, score, teams
  + Crowd noise
  + moving players (instances) that are controlled by keys
    - move forward, backward, left, right, pass, shoot (only if near goal)
  + circle around current player with ball
  + *past goal keeper box, offside*: other goal keeper starts with ball
  + *out of bounds:*
  + shoot with physics calculation
    - Goalkeeper AI
    - if inside goal:
      * GOAL!
      * Play sound
      * *Celebration (*unique for certain players)
      * Resume play from center
    - if missed:
      * MISS!
    - If saved:
      * SAVED!
    - If own goal:
      * OWN GOAL!
    - If hat trick: HATTRICK!
  + If other team gets near goal, current player is goalkeeper who can jump
  + *Quit, pause buttons*
  + Halftime (song)
    - Displays score, players scored
    - Stats: goals, possession, goal attempts, on target, off target, goalkeeper saves
    - Make substitutions
  + Start second half
  + *If score is tied: penalties*
  + Full time screen (song)
    - Displays who won, score, players scored
    - Stats: goals, possession, goal attempts, on target, off target, goalkeeper saves
  + Play again or quit (song)

Steps:

1. Start screen
2. Draw players (images)
3. Ability to pick players and display them on the field
4. Move players
5. Pass ball
6. Score

**Goalkeepers:**

Ter Stegen

Bravo

Masip

**Defenders:**

~~Pique~~

~~Douglas S.~~

~~Dani Alves~~

~~Bartra~~

~~Jordi Alba~~

~~Adriano~~

~~Vermaelen~~

~~Mathieu~~

**Midfielders:**

~~Rakitic~~

~~Iniesta~~

~~Busquets~~

~~Arda Turan~~

~~Rafinha~~

~~Mascherano~~

~~S.Roberto~~

**Attackers:**

~~Suarez~~

~~Messi~~

~~Neymar~~

~~Munir~~

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Project Proposal: World Class Football

**Background:**

Since soccer is such a popular sport, there are multiple soccer games that have been developed to support the demand. Many games like FIFA and PES give a great 3-D experience but there has been a lack of enjoyable 2-D soccer games. Additionally, most popular 2-D soccer games only include certain aspects of a soccer game and not the whole experience. This project will attempt to give users a great 2-D soccer game that includes almost all aspects of a real game. It will also attempt to create a game that is user-friendly and fun for all ages.

**Objectives:**

* Give users the opportunity to test their managerial and tactical skills
* Give users an easy-to-use, fun soccer game
* Allow users to have a realistic game experience

**Procedure:**

1. Create a start screen with a help option
2. Develop a mode where users can select players for the team and view its formation
3. Display a start game screen with a timer, score, and field image
4. Control player and soccer ball movements using keys
5. Allow player closest to the soccer ball to control it
6. Allow user the ability to control players to pass, shoot, and score with the ball
7. Create an opposite team that has the ability to block players, steal the ball, and score
8. When a player approaches the goal, switch to a different screen that makes shooting the ball more realistic
9. When a player is taking a goal shot, the user can pick the power and direction that the ball is shot at. According to those selections, the ball with move at a certain speed and direction.
10. Allow the goalkeeper to move and possibly block a goal.
11. Display the text “MISS”, “SAVED”, or “GOAL!” based on if the player missed the goal, the shot got saved, or if the player scored.
12. At half time, display a half time screen with statistics of the game and the score
13. Allow for substitutions to occur during half time to make the game more realistic
14. At full time, display a full time screen with winner, score, and statistics of the game
15. Allow users to restart the game or go back to home screen where they can select a new team

**Technologies Used:**

* Pygame