🏀 Pretetê's Basketball - Game Design Document

> **A basketball manager game inspired by Elifoot, designed for mobile play with friends**

📋 Executive Summary

Item	Details
Project	Mobile basketball manager game
Inspiration	Elifoot (legendary Brazilian soccer manager game)
Target Market	Brazil (100M+ gamers), Portuguese speakers
Unique Selling Point	Simple gameplay + private multiplayer leagues with friends
Platform	iOS & Android (React Native)
Estimated Dev Time	13-15 weeks (MVP to Launch)
Estimated Dev Cost	$0 (self-developed) to $60K (small team)
Year 1 Revenue Potential	$1K-$60K (depending on growth)
Year 3 Revenue Potential	$20K-$240K
Recommendation	🟢 **GO** - Low risk, proven concept, clear niche

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🔬 Research: Elifoot History & Features

What is Elifoot?

Elifoot is a legendary Brazilian/Portuguese soccer management simulation game created by **André Elias** in **1987**. It's often called the *"Pai dos Managers"* (Father of Managers) because it was one of the first accessible PC manager games supporting multiplayer.

Historical Timeline

Year	Version	Key Features
1987	ZX Spectrum	First version, 4 divisions, up to 8 players multiplayer
1990	Elifoot I (MS-DOS)	Black & white, 4 divisions × 8 teams
1992	Elifoot II	First color version
1998	Elifoot 98	First commercial shareware version, online support
2002	Elifoot 2002	Online registration, 4 divisions × 10 teams
2006	Elifoot Multi-ligas	Multiple country leagues, inter-league competitions
2009	Elifoot 2009	Detailed player positions on field, tactical formations
2012	Elifoot Mobile	First Android/iOS versions
2025	Elifoot 25	Current version with global rankings

Core Elifoot Features

Feature	Description
Team Management	Choose tactics, formations, lineup
Player Market	Buy/sell players, manage salaries
Financial Management	Stadium seats, ticket sales, bank loans
Division System	4 divisions with promotion/relegation
Competitions	National leagues, cups, inter-league tournaments
Career Mode	Get hired/fired based on performance
Multiplayer	Compete with friends in rankings
Simple UI	Low hardware requirements, text-based simulation

Why Elifoot Succeeded

According to TechTudo: *"No jogo eletrônico de futebol estilo manager marcou tanto a história do gamer brasileiro como o Elifoot. Por seu sistema de jogo super simples, pouquíssima exigência de hardware e alto nível de diversão, o game é até hoje um dos mais bem sucedidos no Brasil."*

Key Success Factors:

- ✅ Super simple gameplay system
- ✅ Low hardware requirements
- ✅ High fun factor
- ✅ Multiplayer with friends
- ✅ Career progression (rags to riches)

📊 Your Excel Rules Analysis

Based on your **"Pretete's Basketball.xlsx"** spreadsheet, here's what I found:

Sheet 1: Dice Table for Match Simulation (Per Quarter)

Your system uses dice rolls to simulate basketball statistics:

Stat	Player Positions	Dice Used
Assists	All players	Various dice combinations
2-Point Shots	C, PF, PG	1d2, 1d3, 1d4
3-Point Shots*	SG, SF	1d6, 1d8, 1d10
Rebounds	C, PF, SF	2d6, 3d6, 3d8
Steals	PG, SG	1d4+1d6, 1d2+1d3
Free Throws	All	1d6+1d8, 1d3+1d4
Blocks	C, PF	1d8+1d10, 1d4+1d5
Fouls*	Based on block level	Variable

> ** Can have 0 as a value*

Sheet 2: Attack vs Defense Probability System

Your brilliant probability formula for determining shot success:

```
Player A (attacker) vs Player B (defender)

Situation 1: A > B (attacker stronger)
  Success % = 100 — (2*B — A) / 2

Situation 2: A < B (defender stronger)
  Success % = (2*A — B) / 2

Situation 3: A = B (equal skill)
  Success % = 50%
```

Example Calculations from Your Sheet:

Attacker Skill	Defender Skill	Success Rate
99 (Elite)	51 (Average)	~98%
51 (Average)	99 (Elite)	~2%
99 (Elite)	70 (Good)	~75.7%
70 (Good)	90 (Great)	~31.25%
75	75	50%
85	85	50%
99	99	50%

This is an excellent **skill-based probability system** that creates fair matchups while rewarding better players!

📊 Market Analysis & Demand

Global Mobile Gaming Market Overview

The mobile gaming industry is one of the largest entertainment sectors globally:

Metric	Value	Source
Global Mobile Gaming Revenue (2025)	~$100+ billion USD	Statista
U.S. Mobile Gaming Revenue (2025)	~$19.6 billion USD	Statista
Average Time on Mobile (Daily)	5+ hours	Sensor Tower
Mobile Gaming ARPU (U.S.)	~$215 USD/year	Statista
Consumer Spending Growth	+4% YoY	Sensor Tower

Sports Simulation Games - A Growing Niche

Sports games are a well-established category with loyal audiences:

Category	Performance
Sports Games Genre	Consistently in top 10 mobile genres
User Retention	Higher than average (strategy + simulation)
Session Length	15-30 min average (perfect for management games)
Monetization	Strong IAP potential + ads

Brazil Gaming Market - Your Target Audience

Brazil is a **top 15 global gaming market** and your primary target:

Brazil Gaming Stats	Value
Gaming Market Size	$2+ billion USD annually
Smartphone Penetration	80%+ of population
Gaming Population	100+ million gamers
Preferred Platform	Mobile (dominant)
Cultural Affinity	Strong love for sports + nostalgia (Elifoot!)

Competitor Analysis - Basketball Manager Games

Game	Platform	Downloads	Rating	Monetization	Key Features
Astonishing Basketball Manager	Android/iOS	500K+	4.5⭐	IAP + Premium	5M+ games/month, deep simulation
Basketball GM (ZenGM)	Web/Mobile	100K+	4.3⭐	Free (donations)	Open source, 70K+ seasons/day
Basketball Legacy Manager	Android/iOS	100K+	4.3⭐	IAP	Dynasty building focus
Ultimate Pro Basketball GM	Android/iOS	50K+	4.0⭐	IAP + Ads	Simplified management
iBasketball Manager	Android/iOS	10K+	4.5⭐	Premium ($8.49)	Realistic simulation

Market Gap Analysis - Your Opportunity

What Competitors Lack	Your Game Can Offer
❌ No strong multiplayer with friends	✅ **Private leagues with invite codes**
❌ Complex UI, steep learning curve	✅ **Elifoot-style simplicity**
❌ No Portuguese (BR) first experience	✅ **Built for Brazilians, by Brazilians**
❌ Pay-to-win mechanics	✅ **Fair, skill-based gameplay**
❌ No nostalgic text narration	✅ **Classic text-based match simulation**
❌ Generic international teams	✅ **Focus on community/friend leagues**

Key Success Factors from Elifoot

Why Elifoot succeeded and how to replicate it:

1. **Simplicity** - "Pouquíssima exigência de hardware" (minimal requirements)
2. **Social** - Built for playing WITH friends, not against strangers
3. **Accessibility** - Low barrier to entry
4. **Nostalgia** - Emotional connection to childhood gaming
5. **Local Focus** - Built for Brazilian/Portuguese market first

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💰 Profit Projections

Revenue Model Options

Model	Description	Expected Revenue
Freemium + IAP	Free download, optional purchases	$0.50-$2.00 ARPU
Premium	One-time purchase ($2.99-$4.99)	Higher quality users
Subscription	Monthly access ($1.99-$4.99/mo)	Recurring revenue
Ads + Remove Ads IAP	Free with ads, pay to remove	$0.01-0.05/DAU/day

Recommended Model: Freemium + IAP + Optional Ads

Monetization	Implementation
Free to Play	Core game free forever
Premium Currency	For cosmetics, team customization
Season Pass	$2.99/season for extra features
Remove Ads	$2.99 one-time purchase
Team Slots	$0.99 for additional save slots

Conservative Revenue Projections

Based on similar indie sports games:

Year 1 Projections (Conservative)

Metric	Conservative	Moderate	Optimistic
Downloads	10,000	50,000	100,000
DAU (Daily Active Users)	500	2,500	5,000
Conversion Rate (Paying)	2%	3%	5%
ARPPU (Avg Rev Per Paying User)	$5	$8	$12
Year 1 Revenue	$1,000	$12,000	$60,000

Year 2-3 Projections (With Growth)

Metric	Year 2	Year 3
Downloads (Cumulative)	100K-250K	250K-500K
Monthly Revenue	$2,000-$8,000	$5,000-$20,000
Annual Revenue	$24,000-$96,000	$60,000-$240,000

Benchmark: Similar Indie Games

Game	Est. Monthly Revenue	Downloads
Astonishing Basketball Manager	$10,000-$50,000	500K+
Basketball GM (Free)	$500-$2,000 (donations)	100K+
Small Indie Sports Games	$500-$5,000	10K-50K

Development Cost Estimate

Phase	Solo Developer	Small Team (2-3)
MVP (3 months)	$0 (your time)	$15,000-$30,000
Full Launch (6 months)	$0 (your time)	$30,000-$60,000
Marketing Budget	$500-$2,000	$5,000-$15,000
App Store Fees	$125/year	$125/year
Firebase/Backend	$0-$50/month	$50-$200/month

Break-Even Analysis

Scenario	Time to Break-Even
Solo Developer (no costs)	Immediate profit
With $5,000 marketing	6-12 months
With small team ($30K)	12-24 months

Revenue Optimization Strategies

1. **Viral Multiplayer** - Friends invite friends (free marketing)
2. **Brazilian Community** - Target Elifoot players directly
3. **Content Updates** - New seasons, features keep players engaged
4. **Seasonal Events** - Special tournaments during NBA playoffs
5. **Influencer Marketing** - Brazilian gaming YouTubers
6. **Social Features** - Shareable stats, league achievements

Risk Assessment

Risk	Likelihood	Impact	Mitigation

Risk	Likelihood	Impact	Mitigation
Low downloads	Medium	High	Focus on niche (Brazil + friends)
Competition	Medium	Medium	Unique multiplayer focus
Technical issues	Low	High	Use proven tech (Firebase)
Monetization failure	Medium	Medium	Multiple revenue streams
User retention	Medium	High	Regular updates, social features

🎮 Game Concept: Pretetê's Basketball

Vision Statement

> *"A simple, fun basketball manager game where you can compete with your friends from Brazil, inspired by the classic Elifoot experience."*

Core Pillars

1. **Simplicity** - Easy to learn, like Elifoot
2. **Multiplayer First** - Play with friends across the world
3. **Strategic Depth** - Your dice/probability system
4. **Nostalgia** - Text-based match narration
5. **Mobile Native** - Play anytime, anywhere

🎮 Game Modes

1. Player vs Player (Online & Offline)

Mode	Description
Online PvP	Turn-by-turn gameplay with friends or matchmaking
Local PvP	Pass-and-play on the same device
Async Play	Each player makes moves on their own time

2. Player vs Computer

Difficulty	AI Behavior
Easy	Makes suboptimal decisions, lower attribute teams
Medium	Balanced gameplay, fair competition
Hard	Optimized strategies, higher attribute teams

Pre-made Teams

The game includes pre-made teams ready for selection, allowing players to jump right into gameplay without creating a team first.

⚙️ Core Mechanics

1. Team Management

```
        YOUR ROSTER (12 Players)

 POS | NAME         | OVR | ATK | DEF | $

 PG  | J. Silva     | 78  | 82  | 71  | 5M
 SG  | M. Santos    | 85  | 89  | 79  | 8M
 SF  | R. Costa     | 72  | 75  | 68  | 3M
 PF  | L. Oliveira  | 80  | 76  | 85  | 6M
 C   | A. Pereira   | 88  | 82  | 91  | 9M
 ... | ...          | ... | ... | ... |...
```

Player Attributes:

- **ATK (Attack)** - Scoring ability (1-99)
- **DEF (Defense)** - Defensive ability (1-99)
- **OVR (Overall)** - Average of all stats
- **Stamina** - Affects performance over quarters
- **Morale** - Affects consistency

2. Positions (Based on Your Excel)

Position	Role	Primary Stats
PG (Point Guard)	Playmaker	Assists, Steals
SG (Shooting Guard)	Scorer	3-Pointers, Steals
SF (Small Forward)	Versatile	3-Pointers, Rebounds
PF (Power Forward)	Inside-Out	2-Pointers, Rebounds, Blocks
C (Center)	Rim Protector	Rebounds, Blocks, 2-Pointers

3. Financial Management

Revenue Sources	Expense Types
Ticket Sales	Player Salaries
Merchandise	Staff Salaries

Revenue Sources	Expense Types
Sponsorships	Arena Upgrades
Player Sales	Training Facilities
Prize Money	Scouting

4. Competitions

- **Regular Season** (30-50 games)
- **Playoffs** (Best of 5/7 series)
- **Cup Tournament** (Single elimination)
- **All-Star Weekend**
- **Draft Lottery**

🔄 Turn-Based Gameplay System

Game Duration

Setting	Value
Total Rounds per Game	100 rounds (configurable: 10/20/30 plays)
Max Rounds per Possession	5 rounds per team
Time Limit per Move	X seconds (configurable)

Attack Flow (Standard Possession)

Each possession consists of up to 5 rounds:

```
Round 1: Offense Positioning
Round 2: Defense Positioning
Round 3: Play Decision/Movement → Defense Reaction
Round 4: Play Decision/Movement → Defense Reaction
Round 5: Play Decision/Movement → Defense Reaction (Shot/Time Expiry)
```

Offensive Actions

Action	Success Outcome	Failure Outcomes
Dribble	Dribbler moves up to max movement with ball. Defender loses 50% of their movement. Offense moves next.	**Fail 1:** Nothing happens, all players get reduced movement except dribbler. **Fail 2:** Turnover (loss of possession). **Fail 3:** Foul drawn (free throws).
Pass	Complete pass, offense repositions	Incomplete pass, turnover

Action	Success Outcome	Failure Outcomes
Shot	**Basket!** Points scored	**Fail 1:** Block + turnover. **Fail 2:** Offensive rebound (new possession). **Fail 3:** Defensive rebound (turnover).
Passive Movement	Continue play (other players move, ball handler stays/limited move)	Steal + turnover

Defensive Actions

Action	Success Outcome	Failure Outcomes
Steal/Block	Gain possession	Nothing happens / Foul committed
Intentional Foul	Stop the clock, send to free throw line	—
Passive Movement	Reposition defense	—

Foul Rules

- **All fouls result in free throws**
- Free throws shown on separate screen (visual bar moving)
- Fouls inside the paint: Free throws
- Intentional fouls: Strategic tool (clock management)

👤 Player Attributes & Movement

Movement Attributes (Grid Squares per Turn)

Position	Movement WITH Ball	Movement WITHOUT Ball
C (Center)	5	7
PF (Power Forward)	6	8
SF (Small Forward)	7	10
SG (Shooting Guard)	8	11
PG (Point Guard)	10	13

Full Player Attributes

Skill Attributes (1-99, higher = better)

Attribute	Description
Pass	Passing accuracy and speed
Steal/Marking	Defensive ability to steal/guard

Attribute	Description
FG (Field Goal)	General shooting accuracy
FG Paint	Shooting inside the paint
FG Dead Zone	Mid-range shooting
Dunk/Layup	Close range finishing
3 PTS	Three-point shooting
Block	Shot blocking ability
FT (Free Throw)	Free throw accuracy
Chemistry	Team synergy (affects passing, assists)
Stamina	Physical endurance (affects fatigue)

D20 Attributes (1-20, lower = better)

These attributes use a d20 dice system for resolution:

Attribute	Description
Dribble	Ball handling skill (offensive, used in d20 roll)
Steal/Marking (D20)	Defensive pressure (defensive, used in d20 roll)

> **Note:** Players have TWO Steal/Marking values: one for general defense (1-99) and one for d20 dribble contests (1-20).

Dribble vs Steal/Marking Formula

```
Dribble Execution: DRIBBLE attribute — STEAL/MARKING attribute

Example: Dribble (16) vs Steal (2) = 16 — 2 = 14

Roll 1d20: If roll >= (20 — result), dribble succeeds
         In this case: roll >= 6 to succeed (70% chance)

Note: For Dribble attribute (1—20 scale), lower = better ball handler
      For Steal/Marking attribute (1—20 scale), lower = better defender
      The difference determines success threshold on d20 roll.
```

Attack vs Defense Success Formula

```
If Attacker (99) vs Defender (51):
  Success ≈ 95% (good vs bad)

If Attacker (51) vs Defender (99):
```

```
   Success ≈ 5% (bad vs good)

If Attacker = Defender (any equal value):
   Success = 50%
```

🎲 Match Simulation System

Using YOUR dice-based probability system from the Excel:

Quarter Simulation Flow

```
FOR each quarter (1–4):
    FOR each possession (≈25 per quarter):
        1. Determine ball handler (PG priority)
        2. Choose play type (random or tactical)
        3. Calculate matchup (ATK vs DEF)
        4. Roll for success using YOUR formula
        5. If success: Roll dice for points (2pt/3pt/FT)
        6. If fail: Roll for rebound/steal/block
        7. Update stats and narration
    END
END
```

Success Calculation (Your Formula)

```
function calculateShotSuccess(attackerSkill, defenderSkill) {
    if (attackerSkill > defenderSkill) {
        // Attacker advantage
        return 100 - (2 * defenderSkill - attackerSkill) / 2;
    } else if (attackerSkill < defenderSkill) {
        // Defender advantage
        return (2 * attackerSkill - defenderSkill) / 2;
    } else {
        // Equal matchup
        return 50;
    }
}

// Example: 85 ATK vs 70 DEF
// = 100 - (2*70 - 85) / 2
// = 100 - (140 - 85) / 2
// = 100 - 27.5
// = 72.5% success rate
```

Dice Rolls for Stats (Per Quarter)

Based on your Excel tables:

```javascript
const DICE_TABLES = {
    // Position-based dice for each stat
    '2_points': {
        'C':  { dice: '2d6', min: 2, max: 12 },
        'PF': { dice: '1d8', min: 1, max: 8 },
        'PG': { dice: '1d4', min: 0, max: 4 }
    },
    '3_points': {
        'SG': { dice: '1d6', min: 0, max: 6 },
        'SF': { dice: '1d6', min: 0, max: 6 },
        'PG': { dice: '1d3', min: 0, max: 3 }
    },
    'rebounds': {
        'C':  { dice: '3d6', min: 3, max: 18 },
        'PF': { dice: '2d6', min: 2, max: 12 },
        'SF': { dice: '1d6', min: 1, max: 6 }
    },
    'assists': {
        'PG': { dice: '1d10', min: 1, max: 10 },
        'SG': { dice: '1d6', min: 0, max: 6 }
    },
    'steals': {
        'PG': { dice: '1d4+1d6', min: 2, max: 10 },
        'SG': { dice: '1d2+1d3', min: 2, max: 5 }
    },
    'blocks': {
        'C':  { dice: '1d8+1d10', min: 2, max: 18 },
        'PF': { dice: '1d4+1d5', min: 2, max: 9 }
    },
    'fouls': {
        // Based on block attempt level
        'aggressive': { dice: '1d4', min: 1, max: 4 },
        'normal': { dice: '1d3', min: 0, max: 3 }
    }
};
```

Text-Based Match Narration (Like Elifoot!)

```
┌─────────────────────────────────────┐
│ 🏀  JOGO AO VIVO — 2º QUARTO         │
│ SANTOS BASKETBALL 45 × 42 CORINTHIANS BASKET  │
├─────────────────────────────────────┤
│ ⏱ 8:32 — M. Santos avança com a bola...     │
│ ⏱ 8:28 — Passa para J. Silva no garrafão!   │
│ ⏱ 8:25 — CESTA DE 2 PONTOS! Santos 47×42    │
│ ⏱ 8:10 — Corinthians na reposição...        │
│ ⏱ 8:05 — Tentativa de 3 pontos... ERROU!    │
│ ⏱ 8:02 — REBOTE! A. Pereira pega a bola!    │
```

```
│  ⏱ 7:58 – Contra—ataque do Santos!              │
│  ⏱ 7:55 – TOCO! Defesa espetacular!             │
└────────────────────────────────────────────────┘
```

📱 Technical Implementation

Recommended Tech Stack

Component	Technology	Why
Framework	React Native / Expo	Cross-platform (iOS + Android)
Backend	Firebase	Real-time DB, Auth, easy multiplayer
Database	Firestore	NoSQL, perfect for game data
Auth	Firebase Auth	Google/Apple/Email login
Push Notifications	Firebase Cloud Messaging	Match reminders
Analytics	Firebase Analytics	Track engagement

Data Models

```
// Player Model
interface Player {
    id: string;
    name: string;
    position: 'PG' | 'SG' | 'SF' | 'PF' | 'C';

    // Core Attributes (1—99, higher = better)
    attack: number;            // Overall offensive ability
    defense: number;           // Overall defensive ability

    // Detailed Offensive Attributes (1—99)
    fieldGoal: number;         // General shooting
    fieldGoalPaint: number;    // Shooting inside paint
    fieldGoalMidRange: number;// Mid—range (dead zone) shooting
    threePoint: number;        // 3—point shooting
    dunkLayup: number;         // Close—range finishing
    freeThrow: number;         // Free throw accuracy
    passing: number;           // Pass accuracy

    // Detailed Defensive Attributes (1—99)
    stealMarking: number;      // Steal/guarding ability
    blocking: number;          // Shot blocking

    // Movement (1—20, lower = better)
    dribble: number;           // Ball handling vs steal attempts

    // Physical & Mental (1—99)
```

```typescript
    stamina: number;            // Endurance/fatigue resistance
    chemistry: number;          // Team synergy
    morale: number;             // Consistency
    potential: number;          // Growth ceiling

    // Meta
    salary: number;             // Weekly salary
    age: number;
}

// Team Model
interface Team {
    id: string;
    name: string;
    ownerId: string;     // User who manages
    players: Player[];
    budget: number;
    arena: Arena;
    division: number;    // 1-4
    wins: number;
    losses: number;
}

// Match Model
interface Match {
    id: string;
    homeTeam: Team;
    awayTeam: Team;
    quarters: QuarterResult[];
    events: MatchEvent[];    // For narration
    stats: PlayerStats[];
    finalScore: { home: number; away: number };
}

// League Model (for multiplayer)
interface League {
    id: string;
    name: string;
    code: string;        // Share with friends
    members: string[];   // User IDs
    season: number;
    matches: Match[];
    standings: Standing[];
}
```

👥 Multiplayer Features

Private Leagues (Play with Friends!)

```
┌─────────────────────────────────────────┐
│                                         │
│    🏆  LIGA DOS AMIGOS DO BRASIL        │
│    Código: PRETETE2026                  │
│ ┌─────────────────────────────────────┐ │
│ # | TIME           | V |  D | PTS  |   │
│ ├─────────────────────────────────────┤ │
│ 1 | Victor's Bulls | 15|  3 | 45   |   │
│ 2 | João's Lakers  | 14|  4 | 42   |   │
│ 3 | Pedro's Heat   | 12|  6 | 36   |   │
│ 4 | Maria's Spurs  | 10|  8 | 30   |   │
│ 5 | Carlos's Nets  |  8| 10 | 24   |   │
│ ...| ...           |...|... | ...  |   │
│ └─────────────────────────────────────┘ │
│                                         │
│         [ 📧  Convidar Amigo ]          │
│         [ 💬  Chat da Liga ]            │
│         [ 📊  Ver Próximos Jogos ]      │
│                                         │
└─────────────────────────────────────────┘
```

Features for Friends

1. **Create Private League** - Generate a code to share
2. **Invite via WhatsApp/Link** - Easy sharing
3. **Async Play** - Everyone plays at their own pace
4. **Trade with Friends** - Player exchanges
5. **League Chat** - Trash talk! 🗣️
6. **Live Match Updates** - See friends' games
7. **Season Awards** - MVP, Best Coach, etc.

📅 Development Roadmap

Phase 1: MVP (4-6 weeks)

- ☐ Basic team management
- ☐ Match simulation with YOUR dice system
- ☐ Text-based narration
- ☐ Single player mode
- ☐ Basic UI

Phase 2: Multiplayer (4 weeks)

- ☐ Firebase integration
- ☐ User authentication
- ☐ Private leagues
- ☐ Friend invites
- ☐ League standings

Phase 3: Polish (3 weeks)

- ☐ Better UI/UX
- ☐ Sound effects
- ☐ Push notifications
- ☐ Player development
- ☐ Draft system

Phase 4: Launch (2 weeks)

- ☐ App Store submission
- ☐ Play Store submission
- ☐ Beta testing with friends
- ☐ Bug fixes

🔮 Future Features (Roadmap)

Version X.Y Enhancements

Feature	Description
Pass Difficulty Modifiers	Distance, defender in passing lane, etc.
Free Throw Mini-game	Visual bar moving (timing-based)
Paint-Only Fouls	Free throws only for fouls inside the paint
Round Banking	End possession early, save unused rounds for future plays
Variable Game Duration	Choose game length: 10/20/30 plays
Counter-Attack	Fast break opportunities after turnovers
Substitutions	Manage rotation and player minutes
Fatigue System	Player stamina affects performance over time
Block Outcomes	Multiple results: possession, out of bounds, opponent ball
Preset Plays	Pre-designed offensive/defensive strategies
Air Ball	Complete miss (no rebound chance)
Divisions & Playoffs	Series A, B, C, D with promotion/relegation
Play Timer	Time limit to start a play (expires if not acted)
Home/Away Games	Benefits and challenges based on location
Draft System	With bonuses for worse-performing teams
Relegation Strategy	Keep players engaged even when losing
Player Training	Improve attributes over time
Arena Upgrades	Stadium improvements
Naming Rights	Real team partnerships

Feature	Description
Double Marking	Defensive strategy for star players

💵 Monetization Strategy

In-Game Virtual Currency

Players can purchase virtual currency with real money to spend on:

Item	Description
Players	Acquire higher-quality players (minimum 5 in roster)
Uniforms	Custom team jerseys and cosmetics
Arena Upgrades	Renovations, expansions, improvements
Player Rest	Speed up fatigue recovery
Cosmetics	Logos, court designs, celebrations

Ad-Based Revenue

Method	Implementation
Click/View Ads	Rewarded ads for in-game bonuses
Video Ads	Short advertiser videos between plays
Sponsored Content	Brand partnerships

Premium Options

Option	Price
Remove Ads	One-time purchase
Season Pass	Monthly/seasonal premium features
Premium Currency Packs	Various price tiers

Player Rewards

Reward	Description
General Ranking	Total victories leaderboard
Player History	Win/Loss record, trophy room
Divisions	FIFA Online-style ranking system
Unlock Players	Earn access to better players
Roster Evolution	Improve team over time

🚀 Next Development Steps

1. ✅ Define court size/dimensions
2. 🔄 Define attributes for each play type (nearly complete)
3. ⬜ Create team rosters with attributes
4. ⬜ Test gameplay on board game (Excel simulation)
5. ⬜ Analyze and adjust mechanics
6. ⬜ New round of testing
7. ⬜ Write standard algorithm
8. ⬜ Program (Web / App)
9. ⬜ Update game design
10. ⬜ Evaluate feasibility/fun factor - decide to improve or migrate to Elifoot-style (or both)
11. ⬜ Professionalize the game
12. ⬜ Demo / Beta version launch
13. ⬜ Voice of Customer feedback
14. ⬜ Fair revenue split among developers

📝 Notes

- Game name ideas: "Pretetê's Basketball", "HoopManager", "BasketFoot"
- Consider Portuguese (BR) as primary language
- Keep it simple like Elifoot - that's the magic!
- Focus on the social/multiplayer aspect

🎯 Conclusion & Recommendation

Is There Market Demand?

YES - Strong demand exists for this type of game:

Factor	Assessment
✅ Mobile gaming is growing	$100B+ global market
✅ Sports simulation is proven	Loyal, engaged audience
✅ Brazil is underserved	100M+ gamers, nostalgic for Elifoot
✅ Multiplayer with friends is rare	Clear competitive advantage
✅ Low competition in niche	Few quality basketball managers

Profit Potential Summary

Scenario	Year 1 Revenue	Year 3 Revenue
Conservative	$1,000-$5,000	$20,000-$50,000

Scenario	Year 1 Revenue	Year 3 Revenue
Moderate	$10,000-$30,000	$60,000-$150,000
Optimistic	$50,000-$100,000	$200,000-$500,000

Final Recommendation

🟢 **GO - This project has strong potential**

1. **Low risk**: Minimal upfront costs if self-developed
2. **Niche focus**: Brazilian market + friend groups = loyal users
3. **Proven concept**: Elifoot's 35+ year success validates the model
4. **Unique angle**: No other game combines Elifoot simplicity + basketball + multiplayer
5. **Personal passion**: You have the domain knowledge (your Excel rules!)

Suggested Launch Strategy

1. **Soft launch in Brazil** - Target Elifoot communities
2. **Beta test with friends** - Your built-in test group
3. **Iterate based on feedback** - Polish before global launch
4. **Expand to other Portuguese-speaking markets** - Portugal, Angola, etc.
5. **Eventually add English** - Global expansion

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- **Author:** Victor Felisbino
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