



ROAAAARRRR!!!!

World Cup Game Synopsis

Overview of the Game

The BBC Sport Online World Cup game will essentially consist of four sub-games, each with the emphasis on playability and high scoring, rather than storyline. The first three sub-games will see the player learning a skill per game, which will then all be utilised for the fourth sub-game, which will be 'the end of level boss'. All sub-games will see the player using the same controls; up arrow, down arrow and space bar, and all will feature movement limited to three horizontal 'tracks'.

The objective of each sub-game will be to accumulate as many points as possible within a set time limit, with a minimum points total needing to be achieved for the player to progress. If the number is not achieved, the player then loses one of his 'lives' and has to replay that particular sub-game.

The full game path will be as follows:

Level One

- Sub-game one
- Sub-game two
- Sub-game three
- Sub-game four - End of Level boss

Level Three

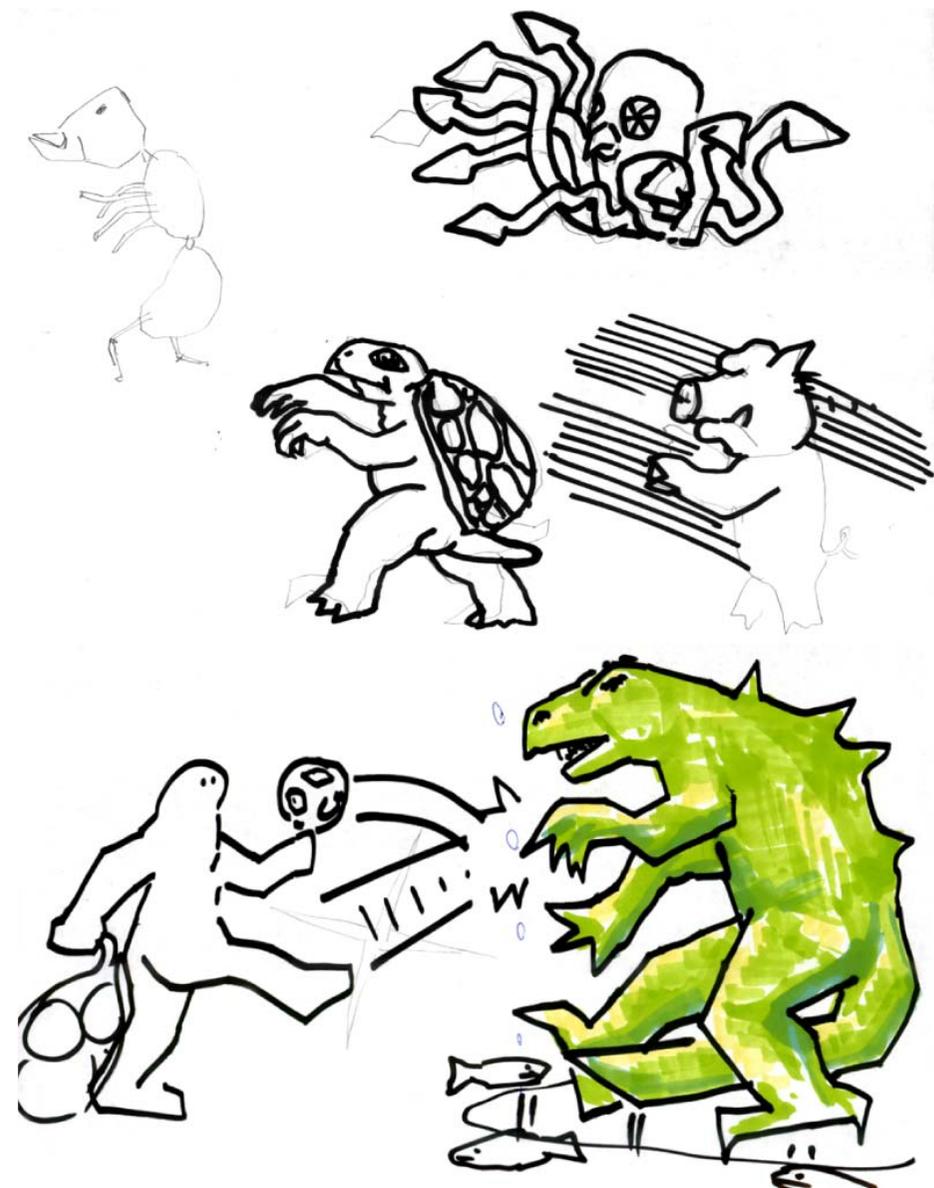
- Sub-game one
- Sub-game two
- Sub-game three
- Sub-game four - End of Level boss

Level Two

- Sub-game one
- Sub-game two
- Sub-game three
- Sub-game four - End of Level boss

Level Four

- Sub-game one
- Sub-game two
- Sub-game three
- Sub-game four - End of Level boss



Overview of the Game

(continued from previous page)

Each repetition of the sub-games will see either a decrease in time limit, and increase in enemies, or both. These will be the only changes. Sub-game four is the exception.

There will be four boss sub-games. The gameplay will remain the same for all - indeed it will be exactly the same sub-game - but the boss graphic will be different, as will the number of enemies and time limit. All boss sub-games will take place in the city of Yokohama, with the stadium in the background progressively getting nearer. The final boss will be a Godzilla-esque creature, that you will fight outside the Yokohama stadium (the site of the final).

Storyline

Though not as important as the gameplay the basic story line is that these bosses have stolen something (could be the world cup). After each level boss, the next level boss will come in and steal the object again, culminating with a Godzilla-esque creature at the end.

Extras

Each sub-game will be preceded by a loading screen that will allow the player to test the movements involved, whilst also continuing the story. At the end of each level, and the start of the game, there should be a brief cut scene showing each monster taking the object in question. At the end of the game there should be a decent end of game outro, to make it all worthwhile.



Sub-game One

Skills

Dribbling, Avoidance

Controls

Up arrow: Up

Down arrow: Down

Location

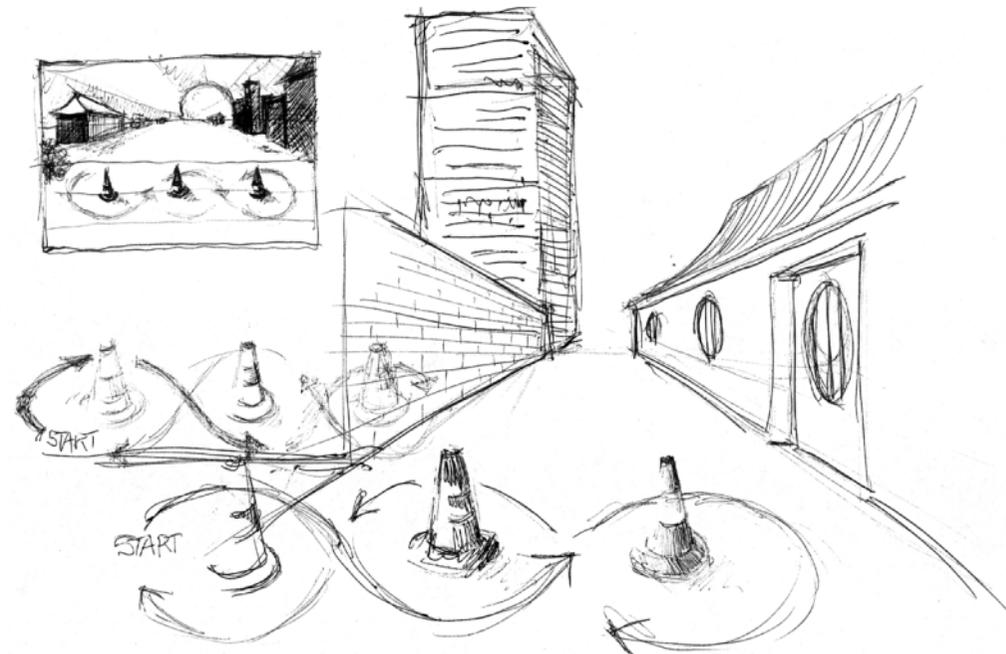
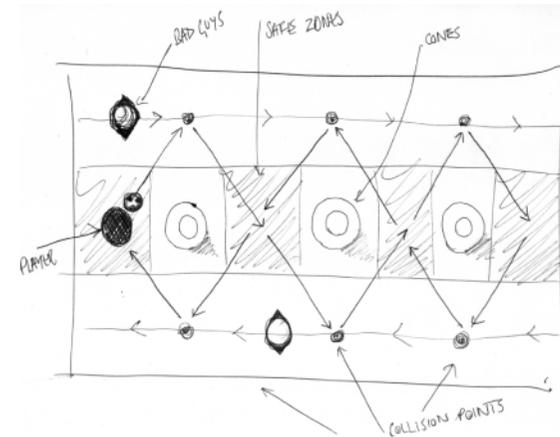
Korea

Objective

Player will 'dribble' the ball around 3 cones in a predefined pattern, whilst avoiding various enemies who will be trying to kick his ball away. The enemies will appear on two of the three horizontal tracks, moving at various speeds. There will be four safe points. Completing a 'circuit' (getting from one side of the screen to the other) will result in a point for the player. If the player collides with an enemy, the enemy will kick the ball away, and the player will be moved back to the nearest safe point, or back to the beginning of that 'circuit' (to be decided after playtesting).

Difficulty progression

For level two the sub-game will be played with less time. For level three there will be more enemies, but with the same time limit as level two. For level four, there will be the same number of enemies as level two, but less time. Later levels (three/four) may see the introduction of enemies that occupy the safe points - this is to be playtested. Minimum points needed will be adjusted to reflect the increase in difficulty.



Sub-game Two

Skills

Tackling, Avoidance

Controls

Up arrow: Up

Down arrow: Down

Space bar: Tackle

Location

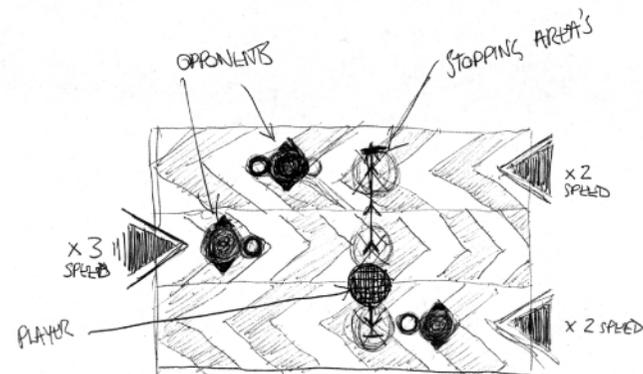
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Objective

Player must tackle enemy monsters. The player will sit in the middle of the screen, moving up or down to tackle enemies and avoid enemies that can't be tackled (who will not have a ball at their feet) who will come in from left and right on three tracks, at varying speeds. Players must press space to tackle enemies - failure to press space at the correct time, or to avoid an enemy, will see the player knocked over, thus losing time.

Difficulty progression

For level two the sub-game will be played with less time. For level three there will be more enemies, but with the same time limit as level two. For level four, there will be the same number of enemies as level two, but less time. Minimum points needed will be adjusted to reflect the increase in difficulty.



Sub-game Three

Skills

Passing, Avoidance (possibly)

Controls

Up arrow: Up

Down arrow: Down

Space bar: Pass

Location

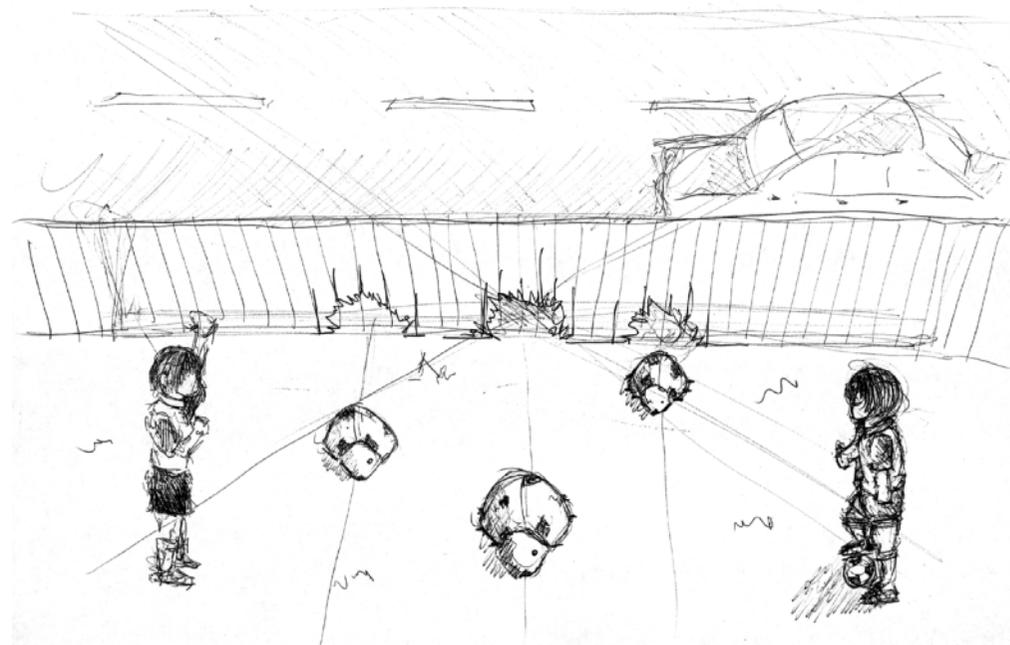
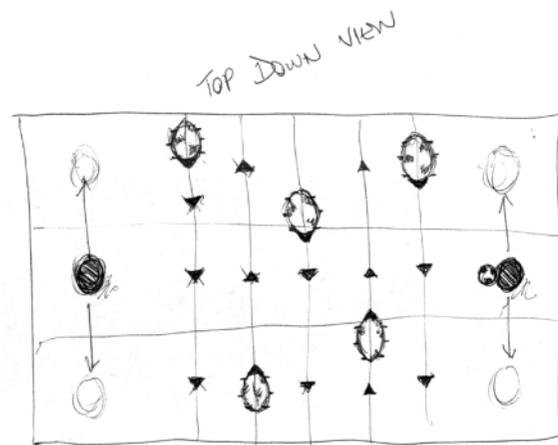
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Objective

Player must pass the ball from one side of the screen to another, as many times as possible. In the middle of the screen will be five vertical tracks upon which enemies will travel at varying speeds and in two directions - initially for level one, it will be one track. Player must pass the ball through the gaps in the enemies. There will be a player controlled object at either side of the screen. Upon pressing space the control will switch to the opposite object, which the player must guide to receive the ball.

Difficulty progression

For level two the sub-game will be played with less time, and the enemies will occupy two tracks. For level three enemies will occupy three tracks, but with the same time limit as level two. For level four, the enemies will occupy five tracks, but there will be less time (this will need to be playtested - five may be two difficult). Later levels may see enemies trying to tackle the player. Minimum points needed will be adjusted to reflect the increase in difficulty.



Sub-game Four

Skills

Shooting, Avoidance, Tackling

Controls

Up arrow: Up

Down arrow: Down

Space bar: Shoot or Pass (depending on whether the player has a ball or not)

Location

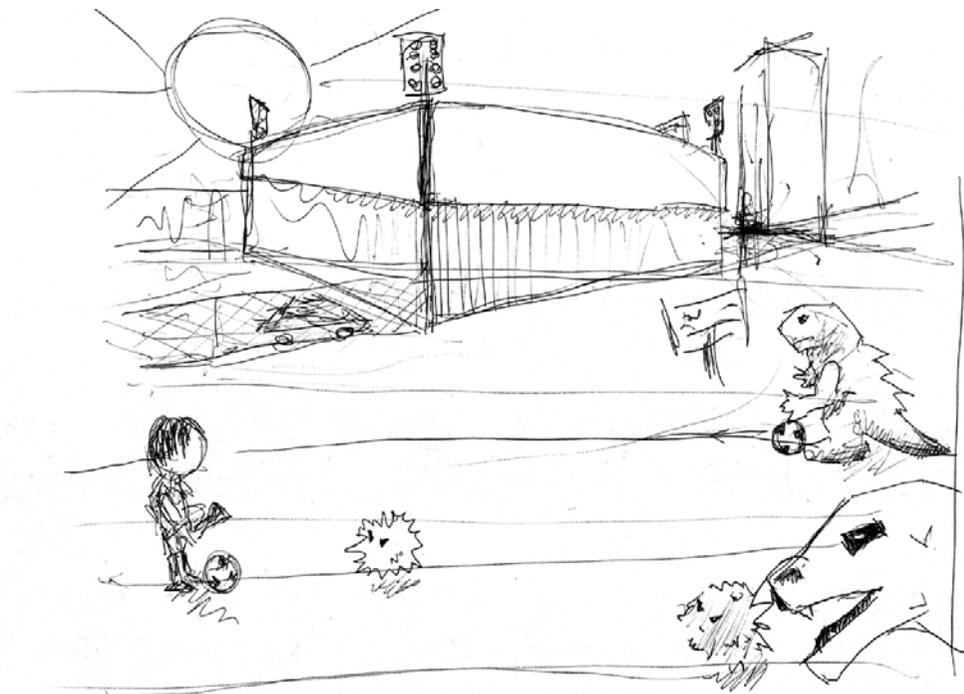
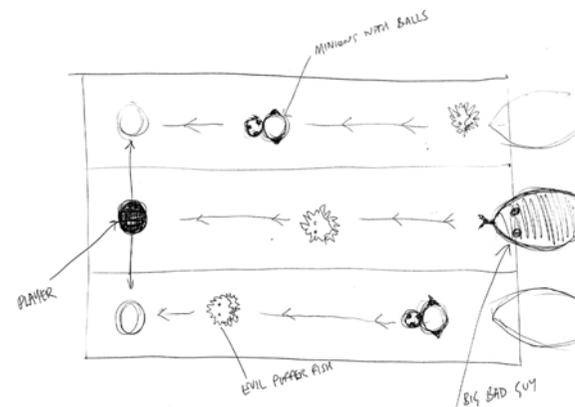
Yokohama

Objective

Player must kick the ball as many times as possible at similar-to-but-not-quite-like Japanese monsters. The player will start off at one side of the screen, and must tackle enemies (ala sub-game two) to gain a ball with which to shoot the monster. The monsters head will appear on screen at the opposite side to the player, and wait for a few seconds, before opening his mouth and shooting killer blow fish at the player. Monster will then pause for a while longer then move off screen. Player will also have to avoid monsters ala sub game one/two.

Difficulty progression

For level two the sub-game will be played with less time. For level three there will be more enemies, but with the same time limit as level two. For level four, there will be the same number of enemies as level two, but less time. Minimum points needed will be adjusted to reflect the increase in difficulty.



Visual Style

The visual style of the game will be heavily influenced by Japanese anime/manga. We will distill this into a more simplified version that suits the Flash medium, using simple flat colour and lines.

