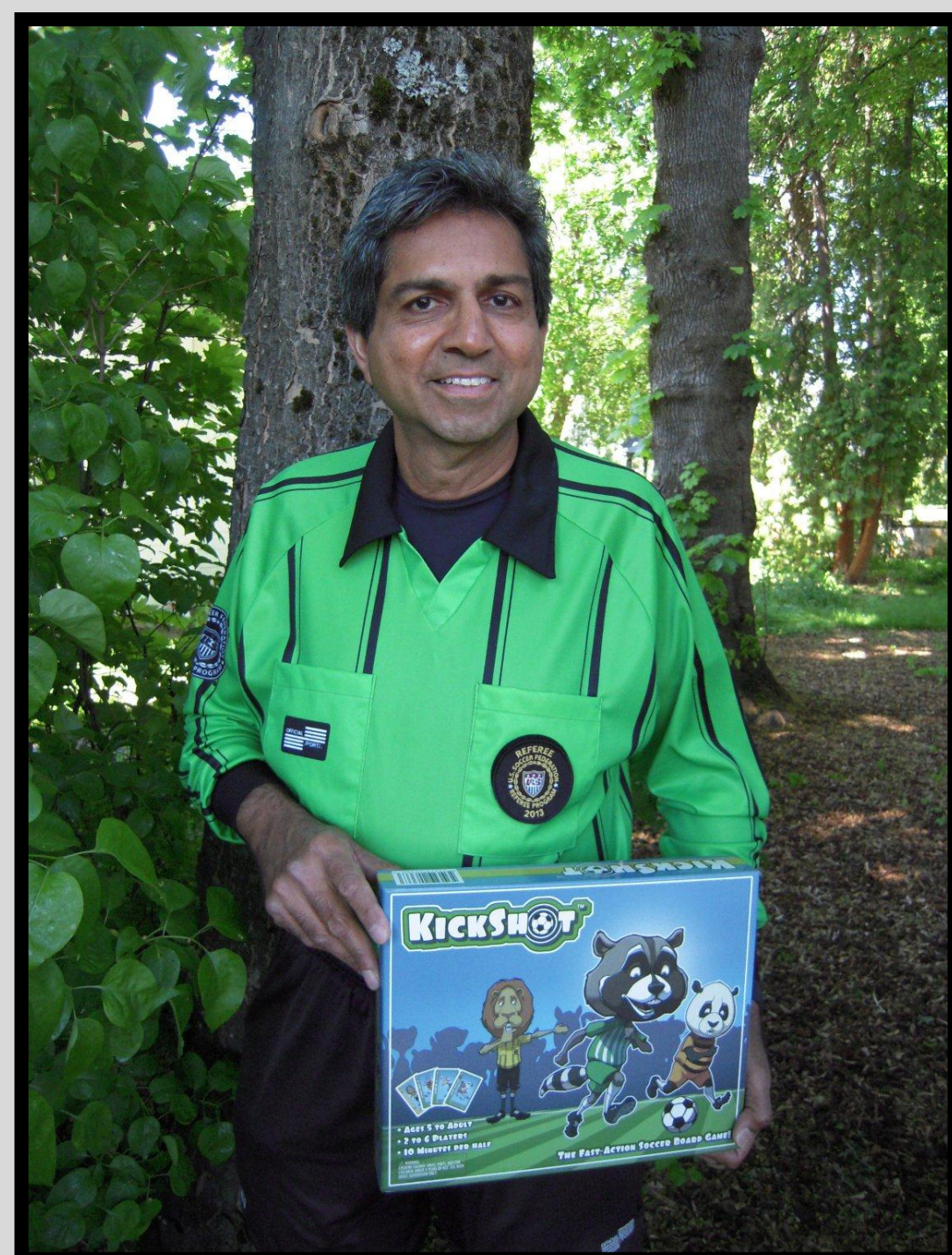


# KICKSHOT™



Aziz Makhani

## Background

KickShot is a soccer based board game created in 2012 by local Moscow soccer referee Aziz Makhani. Aziz wanted to teach children about the rules of soccer. This project is dedicated to creating a digital version of the game. The game is designed to be easy to learn, able to run on numerous devices, and above all, fun!

## Team Members

Jason Alves-Foss  
Tessa Saul  
Carson Stauffer

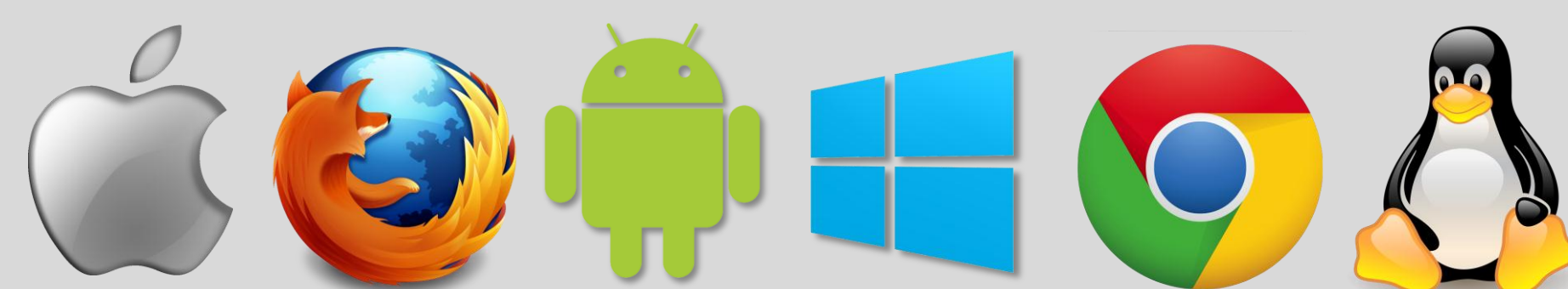
## Design



**PandaJS** - JavaScript game engine. All game code is here.

**HTML5** - Runs JavaScript code.

**CocoonJS** - Allows HTML5 games to run efficiently on numerous devices.



**Destination Platform** - KickShot can run on almost any platform.

## Gameplay

KickShot pits two players against each other in a turn-based soccer game. During their turn, players can play one of many cards, each of which does something unique. A "half" continues until each player has exhausted their respective decks. After two halves, the player with the most points wins the game!

## Application

**AI Goal.** When the player moves the ball here, they get a chance to score.

**Rules Button.** Displays the game rules.

**Reset Button.** Starts a new game.

**Skip Button.** Ends the player's turn without playing a card.

**Zone.** There are 23 zones the ball may be in. The center line is its own zone.

**Dice.** The dice are rolled for several instances throughout the game.

**Hand.** The player has a hand of six cards.

**AI Score.** Increases when the AI scores a goal.

**The Ball.** A green ball means the player has possession. An orange ball means the AI has possession.

**Playable Card.** The player can play a card during their turn. Intercept can be played because the AI has possession.

**Player Score.** Increases when the player scores a goal.

## Project Learning

- **PandaJS:** We had learn how to use the PandaJS game engine, which is the core engine used for KickShot.
- **Object Oriented Programming:** We used object oriented design to make our program easy to develop and maintain.
- **Version Control:** We implemented version control through GitHub.

## Semester Progress

- Redesigned turn flow
- Added cards
  - Pass
  - Intercept
- Simulated card decks
- AI for new gameplay