



A 16TH CENTURY SPORTS GAME

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1.0 THE CONCEPT

Take a popular sport, in this case tennis, set it somewhere unusual, in this case Feudal Japan (16th Century) and add intriguing characters, in this case ninjas, as well as a healthy dose of spell-casting and other gimmicks to liven up proceedings. Feudal Tennis is a frenetic comedy tennis game for one or two players. To be developed for iOS and Android devices.

1.1 FEATURES

- Choose from ten (10) ninja (and other Feudal Japan-themed) characters, each with unique combinations of attributes, special moves and favourite tactics.
- Eight (8) tennis court backdrops, including Castle Grounds, Paddy Fields, Bamboo Forest and Mount Kuryozu to name a few.
- Win matches to earn Gold to spend on better equipment and new costume pieces for the game avatar.
- Several quality levels of racket. Higher quality rackets increase tennis skill and are reflected on the game avatar.
- Smoke bombs, magic spells and magic items all contribute to making the character a better (and perhaps more underhanded) tennis player.
- Create game saves at any time that the ball is not in play (i.e. between sets, between games and between points).
- Four (4) concurrent saves are possible; 2 single-player slots and 2 two-player.



2.0 GENRE

Arcade Sports game. Feudal Tennis is a comical take on a traditional (and often very serious) sport of tennis, with power-ups and special moves a-plenty.

2.1 TARGET CUSTOMER

Tennis fans, sports game fans, arcade game fans and ninja fans (?) could all potentially get something out of playing this game. Due to the colourful cartoon style of the game, the anticipated age range is:

Males and females aged 10-30.

Although the game features ninjas and has the backdrop of a very violent era of history (16th Century Japan) there will be no blood, violence or other types of questionable content.

2.2 PLAYER MOTIVATION

- Unlockable characters that can only be accessed by achieving certain feats through playing the game and winning matches.
- Upgrading character from a no-hoper to one capable of being crowned All-Japan Tennis Champion.
- Unlockable advanced equipment and spells.
- Magic Items that give the character abilities above and beyond that of normal players; Super Jump and Slow Time to name but two of these abilities.



3.0 PLATFORMS

Smartphones – iOS and Android Operating Systems.

3.1 COMPETITION

Competition generally comes from *real* sports given a comedy and/or arcade twist.

Some games that use this premise:

- Mario Golf (Gameboy Colour, Nintendo 64, Wii, Nintendo 3DS)
- Mario Golf: Toadstool Tour (GameCube)
- Worms Crazy Golf (PC, PS3, Xbox 360, iPhone etc)
- To a lesser extent, games released on the EA Sports BIG label, such as the various iterations of NFL Street, NBA Street and SSX snowboarding games.

4.0 UNIQUE SELLING POINTS

- Giving the serious sport of tennis a new lease of colourful and frenetic life.
- Feudal Japan (16th Century) as a setting for a tennis game – the *modern* idea of tennis was invented centuries later (19th Century) in England.
- Play through the single-player Career mode en route to the Championship or;
- In Survival mode where a single point is played against the increasingly faster, increasingly more cunning AI, where the longer Rallies (greater number of Ground Strokes) take the top of the rankings.
- Play against a human opponent in a 1-Set frenzy of Shots and Spells.

FEUDAL TENNIS

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4.1 DESIGN GOALS

CRAZY TENNIS

Tennis played by 16th Century ninjas (and guests) along with power ups, magic spells and magic items makes for a fun experience. One that can be enjoyed in short bursts or in prolonged playing sessions. Special effects and a manic sound scape both serve (Serve, get it?) to keep the action frenetic.

PICK UP & PLAY

Due to the nature of the platform (Smartphone OS) the game needs to have a simple front end in terms of limited options but also have a modular gameplay style. One that allows the Player to save their progress at (almost) any time and resume at a later time, perhaps even a future date. This is achieved by both the *free save* format and the fact that two-player games are always only one Set long.

4.2 ART STYLE



High detail 3D models rendered as sprites. The colourful special effects will ensure that the action is spectacular. The camera will track the ball to a small extent as necessary, so as to shift the view of the court, when a cross-court shot is played.



5.0 CHARACTER ATTRIBUTES

Attributes play a somewhat minor role in the game; initially they are used to make each available character unique.

Characters do not *level-up* or improve in themselves. The expenditure of Gold is what creates character progression, through the purchase of better equipment (that buffs these attributes) spells (add abilities) and magic items (add abilities OR buff attributes).

SPEED The character's aptitude for swift movement around the court and also how quickly they get to their feet after falling over or diving for the ball. Volleying the ball at the net (Serve & Volley) also uses this attribute to determine success.

AGILITY The character's jumping and diving ability. Defending against Passing Shots and Overheads use this attribute to determine whether the ball is reached before it is too late.

STAMINA The character's ability to keep going, retaining energy for the latter stages of a gruelling match. A complete loss of Stamina can force a character to *throw in the towel*.

POWER The force that the character's strokes exert upon the ball. A high Power attribute creates fast Serves, Service Returns and Baseline Ground Strokes. Keeping the ball between the lines is another matter; see Accuracy, below.

ACCURACY The character's ability to bounce the ball *in play*, so that the opponent is unlikely to reach it before it bounces (a second time). Accuracy applies to all strokes on the ball; Serve, Service Return, Passing Shot, Overhead, Positional Shot, Volley and so on. A character with high Power but low Accuracy will lead to a fast server who is *hit-and-miss* in everything they do. The opposite combination will make for a slow travelling ball, that bounces in play most of the time, if the opponent didn't reach it.



5.1 PLAYABLE CHARACTERS

There are ten (10) standard characters available for selection, with others that become unlockable through winning matches.

A quick rundown of this 'starting ten' is as follows:

- **KANEMORI** (male) An acolyte ninja, who is young and fast.
- **SHIGERU** (male) An established ninja who is highly adept at magic.
- **CRICKET** (female) A very young ninja in-training with great agility.
- **TAMAKEI** (male) A large samurai warrior, known for his destructive Service power.
- **RIKU** (female) One of twin peasant girls, with a never-say-die spirit.
- **KIKU** (female) The other twin, who has a Backhand of doom.
- **ESTEBAN** (male) Portuguese trader with knack for making bonus Gold.
- **ANNEKA** (female) Dutch trader with pinpoint Ground Strokes.
- **XIAO REN** (female) Wandering Chinese warrior with a very good Service Return.
- **GARYU** (male) Buddhist monk, venerable in years but surprisingly fast and agile.

6.0 IN CLOSING

Everyone at Scary Tiger Studios believes that we have what it takes to make a great comedy tennis game for Smart devices. Everyone at the studio is a ninja fan* and also a tennis fan to some degree, so we have the necessary knowledge and commitment to make Feudal Tennis a “Smartphone great”. Thanks for your time.