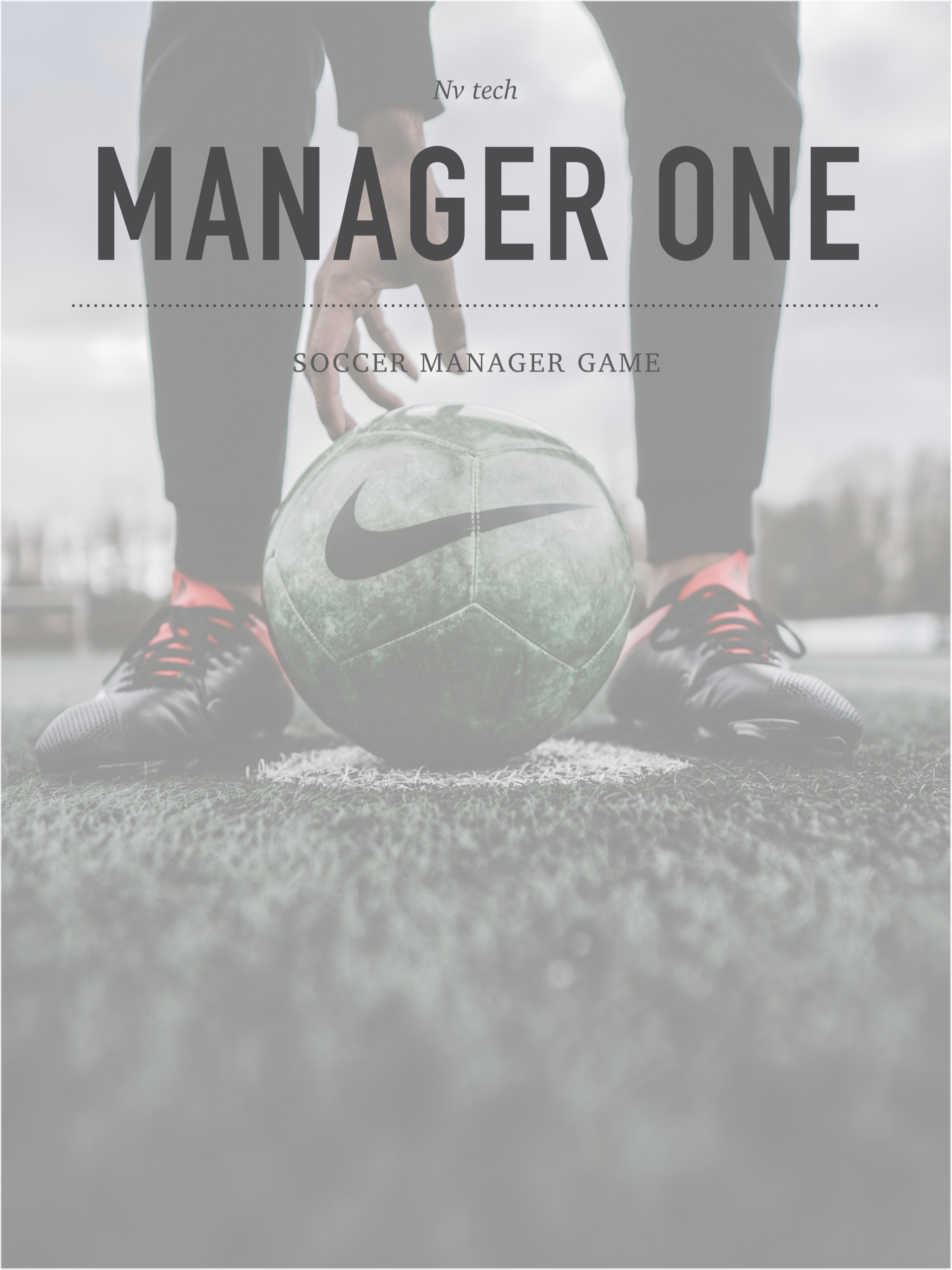


Nv tech

MANAGER ONE

SOCCER MANAGER GAME



GENERAL

-Game Engine

-Team

-Game Modes

-League

System Management (Admin)

-Line Up

-Tactics

Improve Stadium and Facilities

-Transfer Market

-Player Abilities

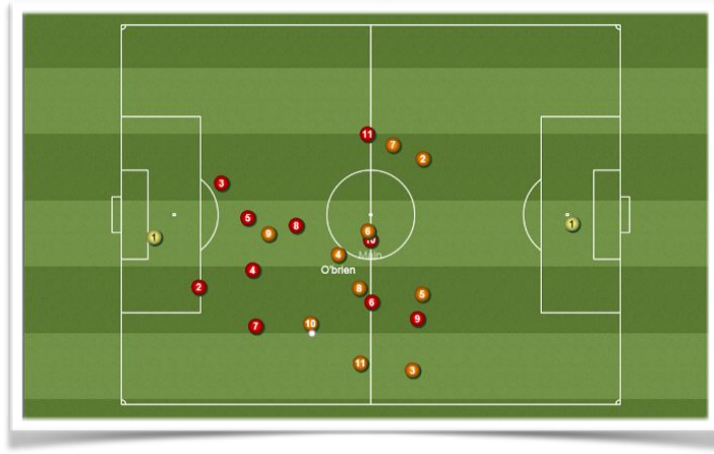
-Packs

-Training

-Game Betting

-Registration and Login

-Team's money and "Manager One" Tokens



GAME ENGINE

1. 2d game engine.
2. The engine will work as AI that run the match by manager tactics. The passing, shooting, possession, free kicks, defending, corners, penalties and ball lost will be in accordance to training.
3. Manager tactics can be changed during the game.
4. There's be commentary subtitles on bottom of the screen.
5. Game engine will be exactly like football rules: fouls, offsides, yellow and red cards, penalties, free kicks, corners, throws.
6. Kick off will be with one players same as real soccer game.
7. Game time will 4 min each half and 15 seconds for the half time. Full game time should be around 10 minutes.
8. Should be around the pitch signboards, those will contain ads.
9. Every changes that the manager do during the game will be engaged when the match stop (Foul, corner, free kick etc..)

LEAGUE

1. The league contain 13 teams, each team will play 2 games (Home and Away) against every team in the league.
points: 3 - win 1 - tie 0 - lost.
2. The league will be sorted by this parameters:
points > goals difference > goals scored > goals against > games between both teams.
3. qualification:
Teams on position 1-3 are qualified to the “Champions League” tournament.
Teams on position 4-6 are qualified to the “Prime League” tournament.
4. At new league teams will be sorted by players average rating and manager origin country.
5. Manager Bots are fill the empty teams in the leagues.
6. If new manager is registering while the season is running, the manager will get teams from active league from Bot team.
7. Weekend cups will be launch by admins, managers will allow to register the cup tournament until Friday.
8. Weekend cups will have restrictions registration such as: Players average rating, quantity players from same nation etc..

GAME MODES

1. Daily league game will be played on days Monday-Friday on random hour between 16:00 - 01:00.
2. Weekend cup will be with early registration and will be execute through Saturday - Sunday.
3. Draft mode - game mode between 2 friends. 2 friend can do a draft mode game 1v1 multiplayer. In draft mode the manager have to choose between 3 players options for every position. Players rating on the draft mode will be the best players that the game can provide.
4. "Champions League" will be knockout games between the teams on the same league level.
5. "Prime League" will be knockout games between the teams on the same league level.
6. Both champions and prime league will be running at the end of the season and continue for 3 days, while the leagues will be on vacation.

SYSTEM MANAGEMENT (ADMIN)

1. Admin will allow to add new players to the market with the rating that admin will choose. This players will be Manager One nation. With Manager One logo instead of nation logo.
2. Admin can lock or free accounts and teams.
3. Can change players rating and abilities.
4. Choose packs contents.
5. Can delay games and make day off for entire game.
6. Can create weekend cups and tournaments.
7. Ability to move teams between leagues.
8. Admins will be able to translate the game to multi language.

LINE UP

1. Team squad will contain at maximum 25 players. Manager will be able to extending more slots with Manager One tokens.
2. Player that not play on natural position will loose rating and loose abilities.
3. New team squad will get average of players of 70.

IN-GAME TACTICS

1. The formation of the team will be manual (means that the manager drag every players to every zone).
2. Team mentality: defensive , counter attack, standard, ball possession, overload attack.
3. Passing mode (short passing, long passing, mixed).
4. Attacking mode (center, wide, mixed).
5. Manager shouts - during the game (careful, possession, play deep, far from keeper).
6. Tackle intense (hard, easy, mixed).
7. Play offside trap.
8. Defending mode (zone, personal).
9. defensive line (high, low)
10. Time wasting.
11. Formation rules:
 - defensive players 3-5
 - midfielder players 2-6
 - attacking players 1-4

STADIUM AND FACILITIES

1. Manager will be able to increase stadium size and dan seats.
2. Manager will be able to improve training facilities.
3. Manager will be able to improve youth academy to increase the potential level of players that coming from youth academy.

TRANSFER MARKET

1. Every manager will be able to buy any player from transfer market with his team money.
2. Transfer market have filter option to filter the list by player level, price, position.

PLAYER DETAILS

1. Speed.
2. physically.
3. Height.
4. Kicking power.
5. tackling.
6. Passing.
7. Dribble.
8. discipline.
9. goalkeepers abilities:
reflexes, 1v1, position.
10. Some players get special ability like:
1v1, free kick, penalties, dribble.
11. Every player get rating that sum his abilities level.

PLAYERS PACK

1. Manager will be able to purchase packs from store.
2. Packs will include random rating players.
3. Packs will include players and coaches.
4. Packs will be listed with team money and tokens price.
5. Admins will be able to create packs with players level that admin will choose.

TRAINING

1. Every manager need to do a daily training to improve his players abilities.
2. There is only 1 training per day.
3. Manager that wouldn't do daily training his players lose rating and abilities.
4. Options for training:
Attacking, Defensive, Speed, Physical, Tactical.
5. Players that not training well will be more likely to get injured.

GAMES BETTING

1. During the season admins will runs Real-Life games betting.
2. Manager will be able to bet on this game with their team money.
3. Odds of the game will be change by the admins.

LOGIN AND REGISTRATION

1. New manager will be registered with facebook account or create new account on game sever.
2. Manager that connect to game every day will get bonus at the weekend.
3. Manager that be offline for 1 month will be auto deleted.

MANAGER ONE TOKENS AND TEAM MONEY

1. Each new team get starting money to run the season, the manager will have to choose 1 sponsor from 3 sponsors for the rest of the season.
2. New team will not have any manager one tokens.
3. Players price and manager on tokens price will be calculate by owners of the game and the developers by tokens\money logic.
4. Admins of the game can change the sponsors prices and sometimes can include manager one tokens in sponsors offers.
5. System that can show ad for get manager one token\team money.