

FBL Game Concept

Prodigium Game Studios

Game Overview

FBL (Floorball League) is a 3D floorball sports game

- Targeted to all sports and floorball enthusiasts in all age groups.
- There are almost 300 000 registered floorball players in the world but they are still missing a floorball game, which they are about to get in December 2010.

Game Modes

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FBL includes a rich set of game modes

- Exhibition matches
- Leagues
- Tournaments
- Shoot-outs
- Training session
- Local single and multi-player support
- Online multi-player support



FBL aims to achieve a fine tuned balance between arcade and simulation, to keep the gameplay fun yet true to real life floorball.

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Gameplay

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Use keyboard or game-pad to steer and control team members.

Basic actions and steering includes:

- Passes
- Various shot types (slapshot, wristshot, etc)
- Poke and body checking
- Walking, jogging and running
- Quick turnings
- Stick control



FBL has an analogue stick control providing a way for the user to choose at which position to carry the ball around the player while moving. This enables the users to execute a variety of dekes and tricks.

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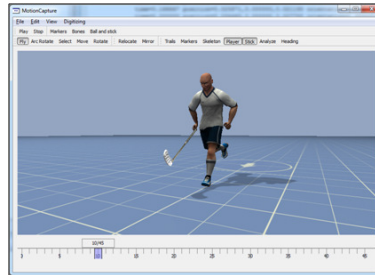
Realistic physics & animations

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Player animations are based on motion-capture with help of inverse kinematics to make it more flexible for varying situations.

Interaction between the player and the ball accurate and variant with help of:

- Physics collisions with stick and ball
- Physics collisions with players and ball
- Inverse Kinematics



These provide authentic feel to the game and in-game replays.

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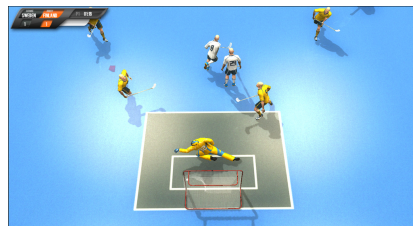
Artificial Intelligence

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FBL uses agent based AI.

It utilizes the following techniques:

- Behaviour trees
- Concurrent steering behaviours
- Sophisticated estimation
- Expected utility evaluation



This enables emergent solutions for AI on how to play with and against the human controlled players.

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League & Tournament System

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FBL features a fully customizable league system.

It provides the user a possibility to:

- Create own players
- Create own teams
- Create own leagues



This makes it possible for users to create and share their favourite leagues & players with each other.

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Graphics

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FBL uses latest shading techniques combined with high-quality 3D models and same time providing scalable graphics system for older Graphics Hardware.

- State of the art outlook
- Widely scalable detail levels
- Parametrized unique player models



State of the art outlook gives the game true depth of realism.

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Network support

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FBL supports multiplayer gaming in local networks or Internet.

- Lobby for finding friends to play with
- Leaderboards for success visibility
- 1 vs 1 challenge mode



Network support will give users the possibility to play against each other and compete to be the best FBL player in the world.