

# Sport Prototype

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## Abstract

The project aimed at creating a dynamic sport, which allowed for quick setup and play with minimal tools, thus making the sport accessible to playground environments, but also for professional environments, here enforced through the design of play with room for tactical as well as individual prowess.

## 1 Introduction

For this project we aimed at the creation of a sport which was supposed to support dynamic play, as well as an easy setup, and a low item requirement. These aims were made so as to allow the sport to be both applicable in a schoolyard environment (short playtime, as well as quick and easy setup of gameplay) as well as in a professional environment. This also meant that, while the game was supposed to be fairly simple to play, it would also have to support extra depth, to as to allow for professional play as well as casual. In the end the game ended up with a design which required two teams of three players, a playing field which covered roughly a 6 times 6 meter square, ribbons for each player, and two goal sticks (which could easily be substituted by half filled water bottles).

## 2 Game Rundown

A round lasted roughly between 3-5 minutes, wherein the players would usually spend the time trying to outmaneuver the opposing team. Each player would be equipped with a ribbon around his waist (tied in a manner which positioned a part of the ribbon as "tail" on the players backside), the ribbon (in the ideal setting) would be of the teams colour so as to make it easy to recognize team members.

As can be seen in figure 1, the playing field is split diagonally, with one team on each side. Each side belongs to one team, and at the start of the game the

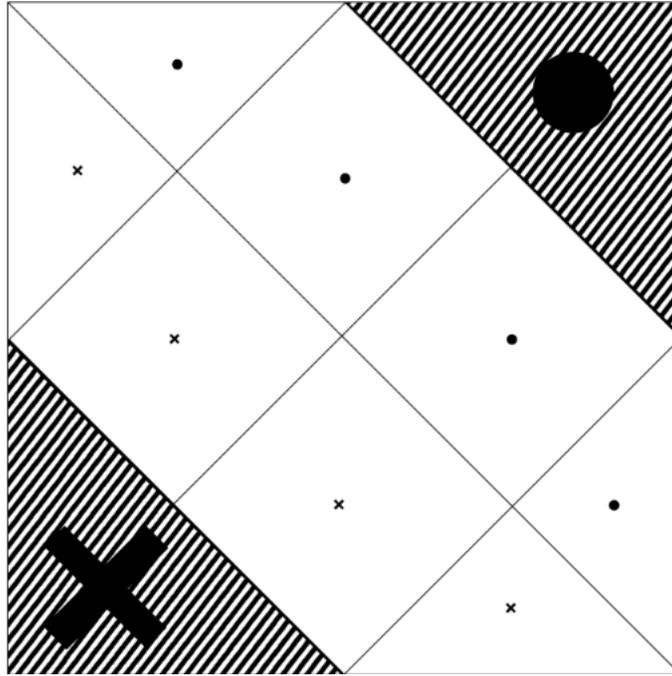


Figure 1: Illustration of playing field

players can freely distribute themselves on their teams side. Each team has its own goal field (here noted with a black X and a black circle), the objective of each round is to steal the other teams goal stick and bring it to your own teams goal field, doing this awards your team a point. The goal sticks are positioned at the center of each teams goal field.

## 2.1 Zones

The playing field consists of a total of ten zones. Two of these zones are each teams goal zone (see figure 1, the goal zones are the grey areas). The rest of the field consists of four middle zones (the middle zones are the white square zones between the goal zones), and four side zones (the side zones are the white triangles).

## 2.2 Player Elimination

Players are capable of eliminating the opposing teams players. If eliminated the player has to leave the field for the duration of the round. A player is eliminated if:

- His ribbon is grabbing by an opposing player.

- He leaves the field
- He enters his own teams goal field without holding the opponent teams goal stick.

Players are allowed to grab an opposing players ribbon, when they have any part of themselves within their own teams zones, or if the opposing player has acquired a goal stick.

## 2.3 The Goal Sticks

The goal sticks constitute both a point to defend as well as a point to attack. Each team is supposed to defend their own goal stick, while simultaneously try and steal the opposing teams goal stick. By stealing a stick and bringing it to ones goal zone a team scores a point. But this duality also means that to attack, a team has to lighten their defence (as each team only has three players). This gives the opposing team a choice, either they try to defend and prevent the scoring of a point, or the try to take the opportunity to steal the other teams (now probably defenseless) goal stick, and score a point themselves. Only the team who brings back a goal stick first scores, and upon doing so, the round is reset. This means that each round, only one team can score a point.

### 2.3.1 Throwing the Goal Stick

Upon acquiring a goal stick, a player is allowed to throw it. Though a goal stick can only be thrown within the zone the player is currently standing in, and should the goal stick hit the ground, or go outside of the zone the player is in, the round is a foul and is restarted (the exception here being if the other team also has a goal stick, in which case the game will continue, but the goal stick that hit the ground is out for the duration of the round).

If the player with the goal stick is inside of a side zone, he is allowed to throw the stick to the neighbouring side zone (see figure 2). All players are allowed to catch the thrown goal stick, in the case of the opposing team catching a thrown goal stick, the goal stick is counted as a foul (just as when it hits the ground). Instead of throwing the goal stick, a player is also allowed to directly give it to a team member.

## 2.4 Rule Choices

Most of the rules were made to either support a dynamic and fast paced game-play, or to allow for more tactical depth of play. Certain rules, such as the rules for player elimination, as well as the field division and team size, are made to force the team to function with limited manpower, and thus always be on the move. Other rules such as rules for stick throwing, where made to encourage the inclusion of the rest of the team, as well as enforce the players need to focus on his placement on the field relative to the other players. The positioning of the goal stick, was decided to force the center of play to the center of the field.

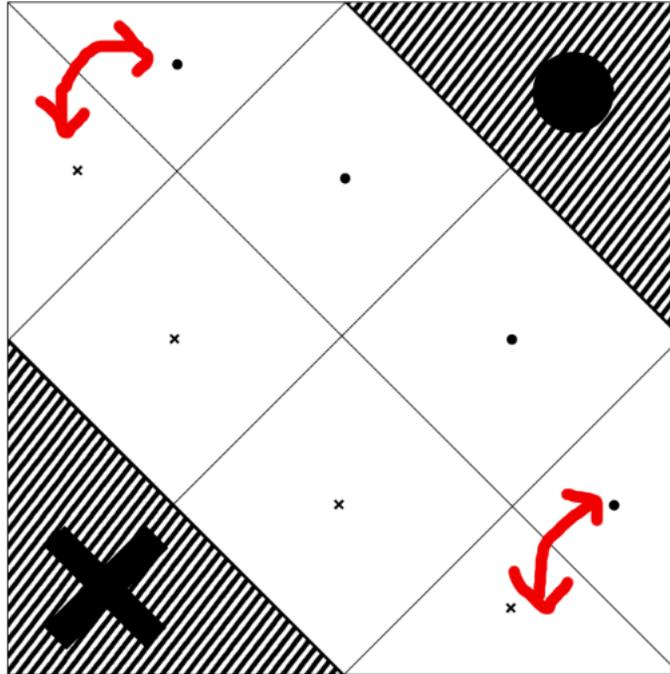


Figure 2: Illustration showing the neighbouring side zones

The rule that excludes the players from entering their own goal zone, means that the teams cannot simply assign a single player to closely guard their goal stick.

## 2.5 The Ribbon

The ribbon serves a subset of purposes. First and foremost it makes it possible for each player to know when they are eliminated. As the ribbon is placed on the back of a player, it is outside the field of view of said player. But as the ribbon is supposed to be bound to the player, he should be able to feel when the ribbon is grabbed through the natural tactile feedback of the tug. The ribbon also serves as a point of recognition. Each team share their own teams ribbon colour, this makes for easier recognition of team members. This is important as the game is designed to be fast paced, and thus it is important that each player can easily recognize his team members. Lastly the ribbon also affords a sense of playfulness, which makes it fitting within the playground perspective, while at the same time also giving the challenge of controlling it, which adds an extra depth of play. A good player would be efficient in his movements, but also aware that each movement may create an opportunity for the opposing team, because of the ribbon, and how it moves relative to ones body.

## 2.6 Referee

In a normal playground context, the idea of a referee would normally not be needed, as the gameplay would have a lighter motive, and thus would rule violations be a lesser worry. But in a professional play a referee might be needed as the nature of the rules makes it easy for players to violate the rules (for example by ignoring elimination), but also because many of the rules are very situational, and hard to overview for the individual player.

## 3 Challenges

Each team is faced with the challenge of trying to find an effective strategy and also to be ready to tactically change it to effectively counter the opposing team. The individual player is faced with a set of challenges. At first the player has to be constantly aware of the surrounding players, both opposing and team members. The player needs to constantly be ready to take opportunities or trying to create them. At the same time he also needs to be defending himself as well as a his ribbon (which will often be targeted by the opposing players). An eliminated player will put his team at a large disadvantage for the duration of the round. For that reason the players must always be ready to defend his ribbon as well as trying to target opposing players ribbons. This means that the player benefit from moving position, so as to either lure or surprise opposing players. The individual player also has to either create or find openings in the opposing teams defence, so as to steal the other teams goal stick. Here the field size and team sizes are designed so as to make it impossible for one team to cover all fields. This means that there should always be openings in a teams defense, thus forcing the players to constantly be on the move, creating a dynamic and fast paced gameplay.

## 4 Victory Conditions

The game can be played with a varied set of victory conditions. Either the game is played a certain set of rounds, and the team with most points win, or the game is played to a specific set of points, and the first team to reach said point limit wins. Or lastly the game is won by a time limit. Each victory condition would enforce their own kind of behaviour. A time limit might enforce defence for a team which is ahead, and may end up creating a slower game, as a team is rewarded just by being ahead, where a point limit would force each team to keep trying to gain points. On the other hand a time limit, and a round limit, both enforce an end to the game, where the point limit may drag out as rounds can finish without the acquisition of points.