



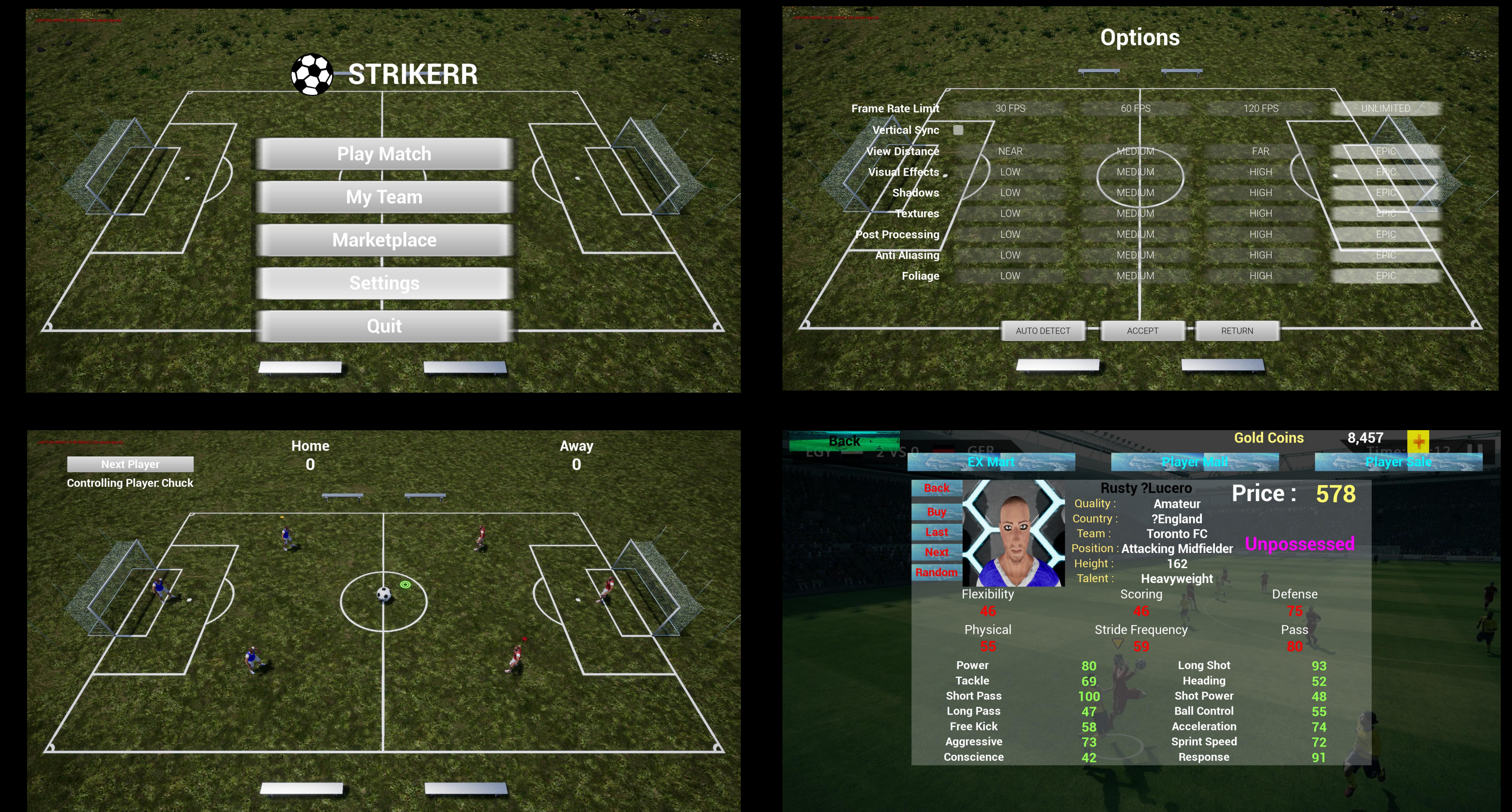
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## Description & Purpose

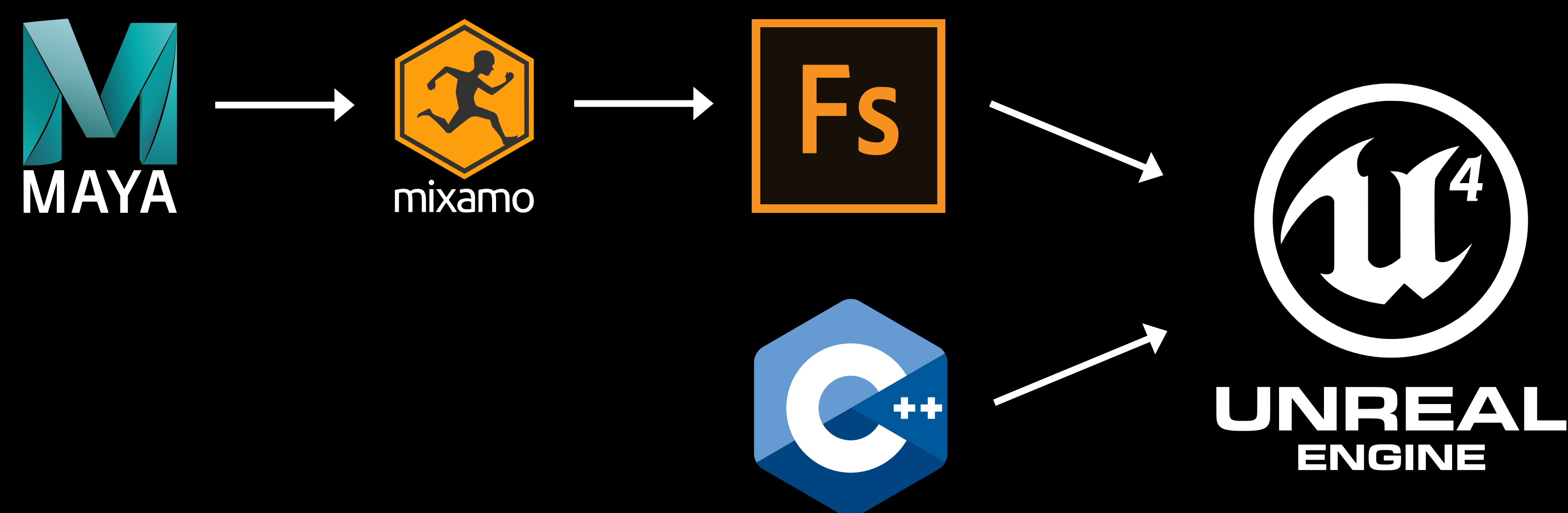
STRIKERR is a turn based soccer-style game with an online marketplace for player exchanges.

STRIKERR is a fresh take on soccer and is a new interpretation of how online games could be played. As opposed to games such as FIFA or Madden with hard-set teams and predefined characters; in STRIKERR, characters get randomly generated and can be bought and sold at any moment. This increased customization allows for significantly higher levels of strategy amongst the player base.

STRIKERR creates an enjoyable experience for gamers of all ages.



## Design



Unreal Engine 4 was chosen to develop STRIKERR because of its superior graphics, regular updates, and large support community.

## Ethical & Intellectual Property Issues

STRIKERR has two primary ethical issues: developed for all ages and the community marketplace. Ethical systems include terminology, utilitarianism, and respect for persons.

The intellectual property issue that we had to be the most careful about was using Unreal Engine 4 as our game engine. We used various assets developed by Epic Games (the creator for Unreal Engine 4) and other developers that made their assets open source. We had to ensure each of these assets were licensed in a way that allowed us to use them.