

LEGO Football

Can do in the time:

As per the current game design document but including the change to 6 players per side.

- 1-Player vs. CPU game
(including extended controls, extensive game options and 'Special' moves)
- 2-Player game
(including extended controls, extensive game options and 'Special' moves)
- Training mode
- Knockout Cup competition
- Player customisation (faces/strips/names)
- Themed LEGO stadia
- Themed LEGO teams

Wishlist - can't do in the time:

- "Star Player" game mode
- "Super Team" system mode
- Internet trading of LEGO Football players
- Posting pictures to LEGO Football website

Points for discussion:

- How much of the above can we/are we going to schedule?
- Are we going to attempt any kind of Internet game feature? (other than a link to the website)
- Swap/trade/transfer of International players
- "Star Player" idea (see below) – should we be doing this at all?

From www.futuregamer.com

Mini-Review

FA Premier League STARS

PC

On the plus side, this game has some fantastic stadium visuals - all of the Premiership grounds are represented in staggering detail. It's also great in the sound department as you can hear the fans singing recognisable songs and the enthusiastic Sky Sports commentary adds

bucket-loads of atmosphere. On the minus side, the STARS system (players earn stars for their performance and you trade the stars for improved skills or new players), although innovative, becomes tedious to use after a shorter time than you'd imagine. The gameplay lacks the subtlety of the *Actua* range or the arcade immediacy of the *FIFA* range of footy games. It's not rubbish by a long shot, but it's not Premiership stuff either.