

**ICON**

Wii

# PRO LEAGUE POOL

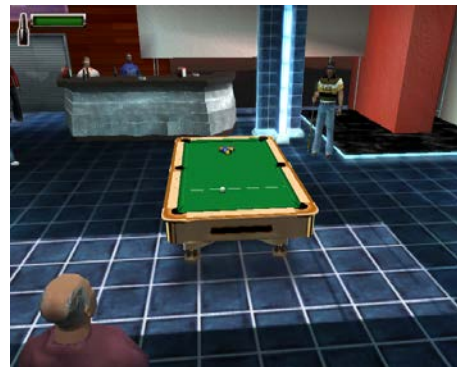
## GAME DESIGN DOCUMENT

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REVISION DATE: JANUARY '08

### PLAYERS

1 - 4



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**GAME OVERVIEW****THEME**

Challenge your friends and family to this authentic Pool experience, with intuitive controls that take full advantage of the Wii Remote.

The main focus of *PRO LEAGUE POOL* is the unique Arcade game mode which features a comprehensive Crib feature. A wide catalogue of items can be unlocked including furniture, props, décor, electronic gadgets, play tables, cues, etc... as well as other hidden content such as special outfits and secret players. In addition an extensive World Tour game mode is included for Pool, Snooker & Billiards game modes for those who want a more considered game.

**KEY FEATURES**

- **Authentic simulated pool experience** taking full advantage of the Wii Remote
- **Multiplayer social gaming** - versus play mode and custom tournaments for up to 4 players
- **11 game rule types** - including 6 different pool games, 4 snooker games and billiards
- **Extensive player rewards** - unlock new game venues, equipment, outfits, trophies and game modes
- **22 vibrant high detail match venues** - fully animated with action around the environments as well as on the table
- **Unique Arcade mode** - an unlock-driven game mode where success means unlockable goodies can be taken home and placed in your crib
- **World Tour mode** - become the World Ranked No.1 player; winning extra rewards and secrets along the way
- **Customise cues, tables and beizes** – cues, tables and beizes can all be customised in detail
- **Sophisticated AI** - opponent AI designed to play a realistic ‘human’ game of snooker, from amateur level through to top ranking

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**VISUAL APPEAL**

Each match is set within a high polygon environment – the focal point of which being the pool/snooker table. Photo-realistic presentation with high resolution texture maps, detailed models of furniture, plants and architectural features. Visual effects include ray traced shadows, specular and environmental mapping, light flairs and reflections.

Match presentation features multiple camera views from such as first person, overhead and action tracking cameras. The score details and match review overlays are presented in a style similar to TV program coverage.

The other graphical highlight is the player’s ‘crib’, which starts out as a threadbare room with just a basic pool table. As the player completes the various rounds in Arcade mode they will be able to populate their crib with lots of unlockable items that will drop into a number of pre-defined locations around the room. There will be many more items available than ‘slots’ to drop them into, giving the player the problem of deciding on their ultimate crib, which ought to include all of their favourite stuff. Certain combinations of items will lead to extra hidden characters to face off against!



**ANIMATION**

Each match venue is fully animated, from cheering crowds through to atmospheric animations for various scenery items and props, such as:

- Flickering neon signs
- Fires burning
- Rolling clouds
- Arcade machine attract modes
- Water caustics
- Aeroplanes flying overhead

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**AUDIO EXPERIENCE**

The game includes in-game music, ambient sound FX and spot sound FX. All of the match events feature accompanying sound effects, such as cheers, applause, hollers, special plays, etc...

**Audio Integration**

Each and every game event, bonus award, special shot, selection and error feature corresponding audio feedback. The key goal is to ensure that the player is rewarded whenever something good happens, and given audio feedback for all other events and options.

**GAME TYPES**

*PRO LEAGUE POOL* features 6 different pool games, 4 snooker games and billiards. The game variations are as follows:

- **SNOOKER** (6-Ball, 10-Ball, 15-Ball and Snooker)
- **BILLIARDS**
- **POOL** (9-Ball, 8-Ball (US & UK), 6-Ball, 10-Ball and 15-Ball)



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**GAME LOCATIONS**

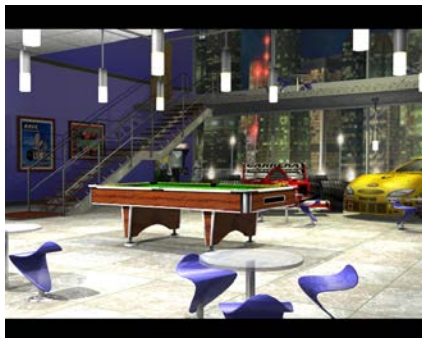
*PRO LEAGUE POOL* features 22 very detailed match environments.

The venues, in order of appearance in the game are as follows:



**Brad's Bar**

A gritty bar setting, and the starting venue on the road to becoming the World Pool Champion.



**Full Throttle Sports Bar**

A motor sports theme bar complete with F1 and NASCAR cars.



**Sports Academy**

Pool within the arcade area at the local amateur sports academy.

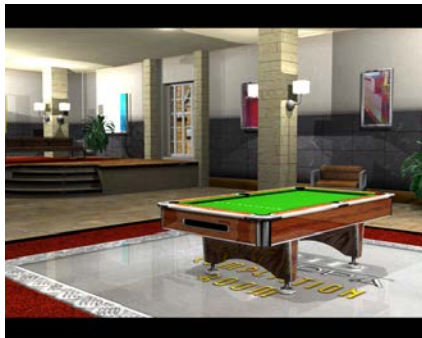
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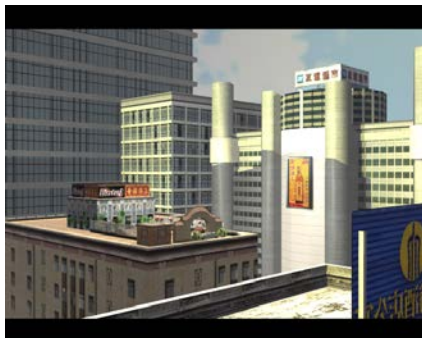
**Exhibition Centre**

Luxury exhibition room, the crowning venue on the amateur circuit.



**Hotel Neo Europa**

The newly refurbished Hotel Europa – natural limestone tiles, marble trim, polished wood.



**Chinatown Rooftop Terrace**

Terrace bar on a rooftop within the busy Chinatown district of the city.



**Penthouse Lounge**

Look out at the city while playing Pool in a luxurious marble clad hotel penthouse lounge.

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**Poolside**

An exotic hotel poolside play venue on the edge of the beach. White sand, palm trees and azure skies.



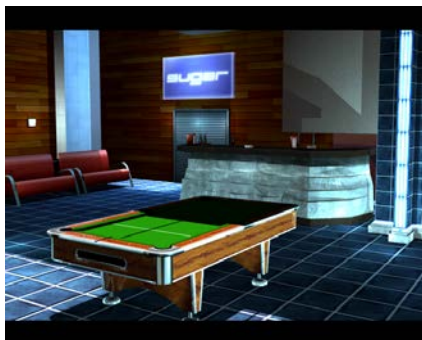
**Zoo Room**

Home of 3 times world champion and renowned ecologist, Harvey White. A celebration of the wild – and the annual wildlife conservation match venue.



**Loftpad**

A downtown pad with a few close friends – head up to the loft which is converted into a games room. Don't forget to tag the walls before you leave...



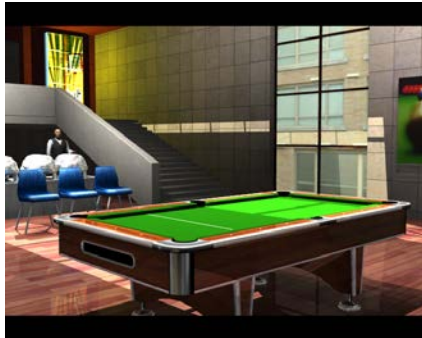
**Club 'Sugar'**

A chilled out club in the heart of the city's party area.



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**'The Hub' Gallery**

Professional exhibition venue with polished wood flooring that reflects the environment.



**The Manor**

A stately home and billiards shrine. A roaring log fire, golden statues, comfy leather chairs and vintage jukebox sounds make for a very relaxing venue to play.



**Pro Room**

Professional practice room – most of the local Pros hang here to brush up on their skills.



**Red Dragon Casino**

The exotic Red Dragon casino pool room. Play pool under the watchful eye of a huge stone dragon.

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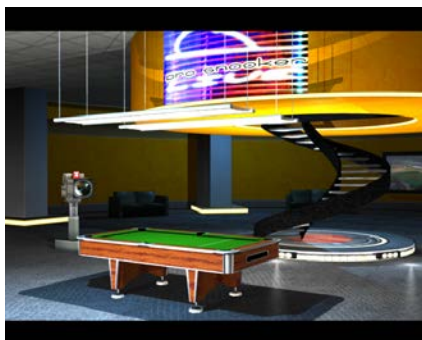
**Competition Room**

Drive away in a nice shiny red sports car if you can beat the competition here.



**The Cage**

A unique experience, a penthouse 'cage' venue. Shiny polished metal reflecting brilliant sunshine and clear blue skies. Don't forget to wear sunglasses!



**'TVI' Television Centre**

Home of the 'TVI' television network. The annual televised charity Pro playoff.

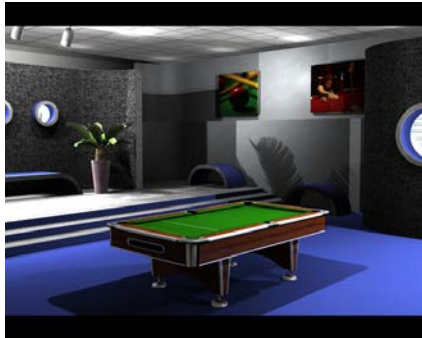


**Atlas Competition Hall**

Play to win a GTX8 3.7 litre V8 sports car in this converted warehouse venue. European style décor with woods, metals and exposed concrete.

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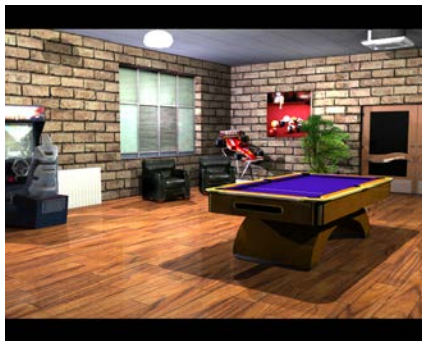
**Studio 147**

A pro venue of choice – in the basement of the Crown Plaza hotel. A high concept room adorned with sports artwork and crisp edges.



**Icon Office HQ**

This is where the magic happens on the top floor of this plush office suite in the city's financial quarter.



**Your Crib...**

Your very own crib, decorated to your own taste and style. Show off your interior design AND pool skills to your friends when you beat them.

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**PLAY MODES**

The following modes are available:

- **PRACTICE**
- **ARCADE**
- **EXHIBITION**
- **VERSUS**
- **TOURNAMENT**
- **WORLD TOUR**

You can **ONLY** play in venues that have previously been unlocked in the Arcade mode.

**PRACTICE**

This mode allows the player to play on a practice table and brush up on his technique. The cueball can be moved around the table as required – allowing the player to set-up trick shots and special plays.

**ARCADE MODE**

An unlock-driven game mode where the player takes on 22 different opponents over each of the venues. Success means unlockable goodies can be taken home and placed in your crib. Use and unlock a variety of in-game outfits and six secret hidden characters, with their own unique themes.

**EXHIBITION MATCH**

A one-on-one 'friendly' match; human VS AI.

**VERSUS MATCH**

A one-on-one 'friendly' match; human VS human.

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**TOURNAMENT MODE**

Includes a custom Tournament Editor allowing for hundreds of different user-defined Tournament combinations. The following settings can be changed:

- Game Type (select the type of game to play)
- Location (match venue)
- Set the number of rounds in the tournament
- Type of Tournament (KO or League tournament)
- Set the number of games in the match
- Opponents (select the CPU controlled opponents)

**WORLD TOUR MODE**

The World Tour Mode is a series of linked Tour Events; there are ten of these tournaments in the World Tour mode, each one linked to a specific match venue. The player starts out at the bottom – ranked 41<sup>st</sup> in the World, the objective is to make it to the top and become the Number One ranked player in the world.

You play through each event in turn, and after each one you are awarded a world ranking position and achievement rewards.

You can't be knocked out of the World Tour mode, no matter how badly you play – but obviously you do get knocked out of each of the events if you lose.

**Opponents**

There are 40 opponents of varying skill levels available – the skill ratings are as follows:

- Rookie (Easiest)
- Amateur
- Professional
- Champion (Hardest)

**World Tour Options**

- View Trophies – view trophies the player has won so far.
- Event Selection; take part in one of the 10 tournaments, the player can only enter these in a specific pre-determined order (as detailed below).



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## ADDITIONAL FEATURES

### PLAYER CRIB

Many dozens of items of furniture, props, electronic items, wallpaper, cars etc. will be available for unlocking in the game's Arcade mode. These can then be displayed in the player's crib, where they may unlock hidden content if placed in a certain order.

### EQUIPMENT

Various customisations can be equipped in the crib. All customisations are cosmetic ONLY, and do not affect gameplay:

#### Cues

You can select one cue as your play cue; additional cues can be bought, but most cues are only available once you beat the cue's owner in a match. Each part of the cue can be customised, as follows:

- Butts
- Joints
- Shafts

#### Tables

The following modifications can be made:

- Brass colour
- Table wood
- Leg wood
- Beize colour

#### Player Clothing

Several clothing changes will gradually be unlocked in the World Tour mode – such as shirts, jackets, trouser & hats.

Full themed outfits will also be available to be unlocked via the player crib, these include:

- Goth outfit
- Zombie suit
- F1 race driver gear
- Pirate outfit
- Elvis costume
- Gorilla costume

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**TROPHIES**

For each tournament that the player wins, he is awarded a trophy.

There are also trophies to be won for consecutive game wins (3 in a row, 5 in a row and 7 in a row).

The player is also awarded an Achievement Trophy if he becomes the World Ranked No. 1 player.

In total there are 20 trophies – some are standard sports style cups, while others are more abstract symbols, figurines and forms.



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**PLAYER PROFILE**

Create or edit a player; from here you enter your name and alter your appearance within the 'Create-a-Player' menu.

**Central Character Features**

The players on-screen avatar can be customised via the 'Create-a-Player' menu. Hundreds of combinations of facial features, hair styles, glasses, and fully customizable body shape and skin tone options.

The following options are available:

- Hair style
- Hair colour
- Skin tone
- Face shape
- Shirt type
- Trouser type
- Shoe type
- Hat type
- Glasses type



**MATCH STATISTICS**

After each match a stats screen will be displayed, showing the following:

- Frames - number of frames won
- Shots – how many shots the player took
- Legal pots – number of pots which came from legal (non fouling) shots
- Fouls – how many fouls the player gave away
- Highest break – highest break in the match
- Game Score (*snooker only*)
- Percentage Rating... How many shots potted/How many shots taken

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**MULTI PLAYER**

The game will allow 2 players to compete head-to-head in a VS match, or up to 4 players within a custom Tournament.

The following Game Modes are available to play multiplayer:

**VERSUS MATCH**

A one-on-one 'friendly' match; human VS human.

The following settings can be changed:

- Game Type (select the type of game to play)
- Location (match venue)
- Set the number of games in the match

**TOURNAMENT**

Play a custom tournament game for up to 4 players.

The following settings can be changed:

- Game Type (select the type of game to play)
- Location (match venue)
- Set the number of rounds/games in the tournament
- Type of Tournament (KO or League tournament)

**MULTIPLAYER ON WII**

For the Wii implementation, the multiplayer game modes will be played on one console with either one remote each or sharing a single remote.

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## REWARDS & UNLOCKABLES

*PRO LEAGUE POOL* offers a comprehensive system of achievement rewards to the player for accomplishing many different criteria. These are as follows:

### **Beize, table and cue types**

Special cues, beizes, table types and trims will be unlocked as the player progresses. Multiple combinations are available to the player to suit all tastes.

### **New clothes/outfits**

Several new player clothes & outfits are unlocked through the Arcade mode. Special characters are also available to unlock via the player crib.

### **Trophy collection**

20 trophies can be won in the World Tour mode – collecting all will require many hours of play and a lot of practice. Trophies are won in several different ways, such as:

- Winning each of the 10 World Tour Tournaments
- Consecutive match wins – 3, 5 and 7 in a row
- Achieving World No.1 Ranking

### **Locked match venues**

Several of the match venues are and only accessed by defeating opponents in Arcade mode. A non-linear progress path is maintained as usually at least two venues are unlocked at a time.





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**LONGEVITY/REPLAY APPEAL**

With a total of 22 match venues, over 40 different opponents, 11 game variations, 6 different game modes and a wealth of unlockables there is plenty of lasting appeal and replayability. There is an average of 15 minutes play per match for an average-to-good player with dozens of different matches available over the various game modes.

Add to that the multiplayer gaming, the unique Arcade mode, award collection and tons of customisation options in the crib (several million different combinations) there is considerable lasting appeal to the game – far more than any other Pool or Snooker game currently on the market.

**LEARNING CURVE**

**Visual Help System (Amateur, Pro, Champion)** - turn on the aiming aids that show the direction that the cueball and target ball will travel during a shot. There are 3 options:

- **Amateur** – displays cueball direction and cueball deflection
- **Pro** – displays cueball direction
- **Champion** – no aiming aids

The aiming aids are set in the Player Profiles menu.



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**WII CONTROLS**

Shot control features two stages as detailed below:

**Stage 1 (set aim & shoot)**

<i>Aim/Tilt</i>	Point at a spot away from the cueball, hold down Button B and move the Wii Remote. You can also use +Control Pad to adjust your aim & tilt
<i>Shoot</i>	Point at the cueball and hold the B Button while moving the Wii Remote away from the screen, then move towards the screen to strike the ball. The further back you pull the controller the more powerful the shot.

**Stage 2 (set spin & cue elevation)**

<i>Spin (English)</i>	Point the Wii Remote at the cueball to fix the position where you are going to hit it
<i>Elevation</i>	Hold Button B and tilt Wii Remote forwards and backwards to adjust cue elevation

The player can toggle between the two states as required to fine tune the shot.

**Button Usage:**

A	Toggles between aim and spin stages
1	Switch between Overhead and POV camera
2	Pause menu
+/-	Camera zoom in/out

Depending on the state of play you may also need to move the cueball and/or nominate pockets or balls:

**Move Cue Ball Stage**

Move Cue Ball	+Control Pad to move the cue ball around the table
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**Nominate Pocket Stage**

Select Pocket	+Control Pad to select a pocket
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**Nominate Ball Stage**

	+Control Pad to select a ball
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