

Hi Sloclap Team,

I've been playing since launch day and have genuinely enjoyed the game. After competing along really good players at high level, I've realized the game reached a point where it needs a fundamental shift to raise the skill ceiling. Currently, competitive gameplay is stagnating, and we need changes that make individual skill and precision truly matter.

Section: Collision Physics & The "Diamond" Snap-in Issue:

The Problem: "The Teleportation Bug" (Hard-Lock Priority)

Currently, when a player has the "Diamond" indicator, the game prioritizes the action input (shot/pass) over physical positioning. This leads to two major competitive "red flags":

Static Teleporting: Players can stand still, and if the ball enters the outer range of their diamond, the model "warps" or snaps to the ball to execute the animation.

Spam Rewarding: In 50/50 balls, a defender running behind can often "steal" the ball just by spamming X, because the game triggers the animation priority regardless of the physical momentum or being behind the opponent's back.

The Solution: Transition Animations & Accuracy Penalties

To make this game truly competitive and "Pro-ready," the system needs to move from a Hard-Lock to a Dynamic Physics model:

Stretch vs. Clean Contact: If a player is at the edge of the Diamond range, they shouldn't "snap" to the ball. Instead, the game should trigger a "reach/stretch" animation. This would result in a desperate deflection or a weak touch rather than a perfect 100% power shot.

Skill-Based Precision: Strikers and passers should be forced to time their movement perfectly. If you want a "Perfect Shot," you must be at the center of the ball's trajectory. This rewards positioning, not just button timing.

Defensive Accountability: This change would stop defenders from being "lazy." If they misread a pass and stay static, they shouldn't get a "teleport-interception." They should have to actively move into the ball's path to get a clean win.

And just like the striker's "stretch", a defender who is out of position should only be able to perform a desperate, low-percentage volley action that barely tips the ball, rather than a fully perfect pass that perfectly stops the play.

Why this matters:

Right now, the game feels "random" in high-pressure moments because the "Diamond" logic overrides physics. By implementing accuracy penalties based on distance-to-ball, you increase the skill ceiling. Players will have to work for that "perfect touch," making every goal feel earned, not glitched.

Clarification on Fluidity & "Stretch" Triggers

To maintain the game's fast-paced flow, the "Stretch" penalty should not be a burden on the attacker's timing, but a check on their **momentum and positioning**:

- **Inertia-Based Clean Contact:** If a striker is moving toward the goal or following the ball's trajectory (running into space), the system should prioritize a **Clean Contact**. The player's forward momentum justifies the assist, rewarding proactive offensive positioning without requiring frame-perfect timing.
- **Targeting Static Exploits:** The "Stretch" animation and accuracy penalty should primarily trigger when a player is **static or moving away from the ball** and relies on the "Diamond" to warp them toward it.
- **The Goal:** Players who use their movement to meet the ball should be rewarded. A striker "looking at the goal" should still feel powerful as long as their positioning is good. The penalty is for those standing still or trying to get an intentional snap towards the ball.

SECTION: Incentivized Static Defense

Currently, Rematch inadvertently rewards static defensive play. The combination of high-impact defensive jumps and the lack of penalties for crowding the box has led to a stagnant competitive environment.

Teams are consistently placing 3 players inside the box because there is no mechanical downside to doing so. Since there is no "friendly fire" for physics, players can stack their hitboxes and block almost every trajectory, effectively removing the need for active, skill-based marking.

Proposed Solution: Expanding Collision Logic to Teammates

To break this meta and raise the skill ceiling, the game's existing physics (Bodyblocking and Stuns) must be applied to teammates. This would transform the "box-stacking" strategy from a safe bet into a high-risk liability.

1. Collision Stuns (Clumping Penalty)

The Mechanic: If two teammates collide or overlap during a "Dive" or high-intensity action, they should trigger a stun/stumble animation.

The Goal: This punishes poor coordination. If a team panic-jumps at the same ball without communication, they should pay the price by being momentarily taken out of the play.

2. Solid Teammate Hitboxes & Friction

The Mechanic: Apply the same "solid wall" logic to teammates that currently exists for opponents. Players should not be able to "slide" or "phase" through each other.

The Goal: This forces Tactical Spacing. If three defenders are standing shoulder-to-shoulder, they will effectively block each other's pathing to the ball. To be effective, they will have to spread out, naturally opening lanes for skilled attackers.

For the last section I would like to focus on a current problem "No written rules" in competitive tournaments. Specifically gk touch or time wasting rule. This is meant to also include an option to select a fixed goalkeeper in custom matches.

The Core Issue: System-Assisted Time Wasting

Currently, the goalkeeper acts as a 5th playmaker because the game provides them with a full Action Diamond even during back-passes. This assistance (auto-snapping, volley actions, and guided passing) makes pressing the keeper almost useless, as they can distribute the ball with 100% precision regardless of pressure.

The Solution: Conditional Action Diamond (First-Catch Dependency)

We should link the Goalkeeper's "Action Diamond" strictly to their First-Catch availability.

State A: First-Catch Available

In this state, they retain the Action Diamond. They can catch, volley, and distribute with full system assistance.

State B: Post-Release

Once the ball is released, the Action Diamond is disabled.

Manual Control: The keeper can still control the ball, but only through direct physical contact (the ball must hit their model). There is no "Volley Action" to snap the ball to their feet.

Why this fixes the Competitive Meta:

Realistic Risk: Passing to the keeper is no longer a "Get out of jail free" card. If the defender's pass isn't 100% accurate to the keeper's body, the keeper won't "snap" to it, leading to a loose ball.

Incentivizing the High-Press: Attackers will finally have a reason to press the keeper. Since the keeper lacks the "Action Diamond" to fire a perfect first-touch pass, they are prone to errors.