

SPORTERRA

Build Your Athlete. Master Every Sport.

Whitepaper v1.0

1. Introduction

SPORTERRA is a 3D multi-sport life simulation where players develop one persistent character across an interconnected world of sports, training, competition, nutrition, recovery, and social activity.

Instead of choosing only one discipline, players are free to explore multiple sports centers, train different physical attributes, compete in events, improve their wellness, and gradually shape their character into a unique athlete.

Every sports facility inside SPORTERRA is designed to be playable.

Players can enter a football field, swimming center, basketball court, tennis facility, gym, athletics track, climbing zone, recovery center, or nutrition area and directly interact with the activity inside.

The core philosophy is simple:

Play sports. Train your body. Improve your lifestyle. Build your athlete.

2. Vision

SPORTERRA is built around the idea that an athlete is more than one sport.

A football player can improve endurance through swimming.

A tennis player can improve reaction and agility through athletics.

A basketball player can train strength in the gym.

A swimmer can improve recovery through nutrition and wellness programs.

Every activity contributes to the development of the same character.

SPORTERRA combines elements of:

- Sports gameplay
- Open-world exploration

- Athlete progression
- RPG character development
- Life simulation
- Wellness management
- Competitive multiplayer
- Social sports environments

The goal is to create a world where players do not simply select a sport from a menu.

They live inside a sports ecosystem.

3. The World of SPORTERRA

The main environment is a large sports city built around multiple interconnected districts and facilities.

Players are free to explore the world and choose how they want to develop their athlete.

The environment may include:

Football Center

Matches, shooting drills, passing exercises, dribbling challenges, tactical training, and competitive leagues.

Basketball Arena

3v3 and 5v5 matches, shooting practice, dunk challenges, passing exercises, and defensive training.

Tennis Center

Singles, doubles, serving drills, rally training, reaction practice, and tournament competition.

Aquatic Center

Swimming races, endurance sessions, sprint swimming, water-based training, and competitive aquatic events.

Athletics Stadium

Sprinting, endurance running, hurdles, jumping events, relay races, and performance testing.

Climbing Center

Climbing routes, grip challenges, timed courses, balance exercises, and endurance climbing.

Fitness Center

Strength training, cardiovascular workouts, mobility sessions, conditioning, and athlete-specific programs.

Recovery Center

Stretching, mobility, rest programs, fatigue reduction, and recovery activities.

Nutrition Center

Meals, hydration, dietary programs, performance food, and character wellness management.

Performance Lab

Athlete testing, physical evaluation, training recommendations, and performance tracking.

Social Hub

Player interaction, clubs, events, leaderboards, shops, lounges, and community activities.

4. One Character, Multiple Sports

Every player controls one persistent athlete.

The player does not create a different character for every sport.

Instead, one character develops across all disciplines.

Example:

Athlete Level: 42

Football — Lv. 26

Basketball — Lv. 17

Swimming — Lv. 21

Tennis — Lv. 12

Athletics — Lv. 28

Climbing — Lv. 9

Strength Training — Lv. 23

Each player develops differently depending on how they spend their time.

Some players may become specialists.

Others may become multi-sport athletes.

Some may focus heavily on physical conditioning.

Others may prioritize technique, competition, or social play.

SPORTERRA allows the player's behavior to create their identity.

5. Athlete Level

SPORTERRA contains an overall progression level known as the **Athlete Level**.

Athlete Level represents the total development of the character.

Players earn Athlete XP through:

- Training
- Playing sports
- Competing
- Winning events
- Completing challenges
- Exploring new facilities
- Improving wellness
- Reaching sport milestones
- Completing seasonal objectives

As the Athlete Level increases, players unlock:

- New sports centers
- Advanced trainers
- Competitive leagues
- Equipment
- Skill programs
- Performance tests
- Athlete titles
- Character customization
- Higher-level competitions
- Elite areas

Athlete Level measures the complete development of the character rather than mastery of one sport.

6. Sport Mastery

Every sport has its own individual level.

Example:

Football Mastery

Level 1 — Beginner

Level 10 — Amateur

Level 20 — Developing Player

Level 30 — Competitive Player

Level 40 — Advanced Player

Level 50 — Elite Player

Sport levels unlock more than cosmetic rewards.

They can unlock new mechanics and techniques.

Football may unlock:

- Power Shot
- Curve Shot
- Advanced Dribbling
- Driven Pass
- Long Pass
- Defensive Tackle
- Skill Moves

Tennis may unlock:

- Topspin
- Slice
- Drop Shot
- Power Serve
- Kick Serve
- Advanced Volley

Swimming may unlock:

- Improved Dive
- Efficient Turn
- Sprint Technique
- Breath Control
- Endurance Stroke

Sport mastery represents actual gameplay development.

7. Athlete Attributes

Every character has universal physical and technical attributes.

Core attributes may include:

Strength

Physical power and resistance.

Speed

Maximum movement speed.

Acceleration

How quickly the athlete reaches top speed.

Endurance

Ability to maintain performance over time.

Agility

Directional movement and responsiveness.

Balance

Stability during physical actions.

Coordination

Control between movement and technique.

Reaction

Response speed to gameplay situations.

Power

Explosive physical output.

Technique

General sporting precision and control.

Focus

Mental consistency and performance stability.

These attributes affect multiple sports.

8. Cross-Sport Progression

One of SPORTERRA's defining systems is **Cross-Sport Development**.

Training in one discipline can improve performance in another.

For example:

Swimming can improve:

- Endurance
- Recovery
- Breathing efficiency

Athletics can improve:

- Speed
- Acceleration
- Power

Climbing can improve:

- Strength
- Grip
- Balance

Basketball can improve:

- Jumping
- Reaction
- Coordination

Tennis can improve:

- Reaction
- Agility
- Technique

Gym training can improve:

- Strength
- Power
- Conditioning

Football can improve:

- Endurance

- Coordination
- Agility

This creates strategic depth.

Players who explore multiple sports may create stronger and more versatile athletes.

9. Training System

Every sports center offers different training types.

Free Training

Players can enter a facility and practice freely.

Free Training allows players to experiment, practice mechanics, and earn smaller amounts of experience.

Structured Training

Structured Training uses dedicated challenges.

Examples include:

Football

Dribbling course
Passing accuracy
Penalty challenge
Shooting challenge
Free kick training
Defensive drill

Basketball

Three-point challenge
Free throw practice
Dunk training
Passing drill
Defensive movement

Tennis

Serving practice
Return training

Reaction drills
Rally endurance

Swimming

50m sprint
100m freestyle
Turn training
Endurance swimming

Structured programs provide greater progression but also consume more character energy.

10. Training Programs

Players can create personalized training schedules.

Example:

Monday

Strength Training
Football Training

Tuesday

Swimming
Recovery

Wednesday

Basketball

Thursday

Sprint Training
Mobility

Friday

Football Match

Saturday

Tennis

Sunday

Recovery

Different schedules create different athletes.

Training every day without proper recovery may reduce performance.

SPORTERRA rewards intelligent training rather than endless grinding.

11. Wellness System

SPORTERRA includes a lightweight wellness system that influences athletic performance.

Characters have several condition indicators:

Energy

Determines how much physical activity the athlete can perform effectively.

Fatigue

Increases after intense training and competition.

Hydration

Supports endurance and recovery.

Nutrition

Influences training efficiency and overall condition.

Recovery

Represents how well the body has recovered from previous activity.

Mood

Can influence performance consistency.

Fitness

Represents the athlete's overall physical readiness.

The wellness system is designed to create strategy without becoming overly complicated.

12. Nutrition System

Food in SPORTERRA is part of character development.

Players can visit nutrition facilities, purchase meals, or follow performance programs.

Different meals can provide different benefits.

Performance Meal

Example:

Chicken
Rice
Vegetables
Water

Possible effects:

Energy increase
Training efficiency increase
Recovery increase

Endurance Meal

Example:

Pasta
Protein
Fruit
Electrolytes

Possible effects:

Endurance support
Energy recovery
Long-session efficiency

Light Meal

Example:

Eggs
Salad
Fruit
Water

Possible effects:

Energy increase
Mobility support
Lower fatigue

Recovery Meal

Example:

Protein
Carbohydrates
Fruit
Fluids

Possible effects:

Recovery increase
Fatigue reduction
Training readiness increase

Food functions as a gameplay mechanic rather than medical advice.

13. Diet Programs

Advanced players can unlock structured meal and training programs.

Examples:

Speed Program

Sprint Training — 3 sessions
Strength Training — 2 sessions
Recovery — 2 sessions
Nutrition Focus — Energy and Recovery

Potential benefit:

Faster speed development.

Endurance Program

Swimming
Distance Running
Cardio
Recovery

Potential benefit:

Improved endurance development.

Power Program

Strength Training
Sprint Work
Explosive Exercises
High-Recovery Schedule

Potential benefit:

Improved power and strength.

Players can choose programs that support their preferred athletic style.

14. Performance Lab

The Performance Lab is one of the most important facilities in SPORTERRA.

Players can test their athlete and receive a complete performance profile.

Example:

Athlete Evaluation

Speed — 82
Strength — 67
Endurance — 74
Agility — 88
Reaction — 79
Balance — 76
Power — 71
Technique — 84

The system may then provide recommendations.

Example:

Athlete Profile

High Agility
Strong Technique
Moderate Strength
Strong Reaction

Recommended activities:

Tennis
Football
Basketball

Recommended development:

Strength Training
Sprint Training
Recovery Program

The player is never forced to follow these recommendations.

They provide guidance.

15. Athlete Archetypes

Instead of selecting a permanent class when creating a character, SPORTERRA allows athlete archetypes to emerge naturally.

Possible archetypes include:

The Sprinter

High Speed
High Acceleration
High Power

The Engine

High Endurance
High Recovery

The Technician

High Technique
High Coordination

The Power Athlete

High Strength
High Power

The Playmaker

High Reaction
High Technique
High Coordination

The All-Rounder

Balanced athletic development.

The Specialist

Exceptional mastery of one discipline.

Archetypes reflect the player's decisions.

They are earned through gameplay.

16. Equipment

Equipment provides additional progression and character customization.

Football equipment may include:

Boots
Kits
Shin guards

Basketball equipment may include:

Shoes
Arm sleeves
Jerseys

Tennis equipment may include:

Rackets
Shoes
Accessories

Swimming equipment may include:

Goggles
Caps
Competition suits

Fitness equipment may include:

Training shoes
Sportswear
Performance accessories

Equipment should provide limited specialization benefits while avoiding excessive pay-to-win mechanics.

17. Competition System

SPORTERRA turns training into competition.

Each sport contains competitive progression.

Possible tiers:

Beginner

↓

Club

↓

Regional

↓

Professional

↓

Elite



Championship

Players may compete against:

- AI athletes
- Friends
- Online players
- Teams
- Clubs

Competition rewards may include:

XP

Credits

Equipment

Titles

Ranking Points

Athlete Reputation

Cosmetics

18. Seasons

SPORTERRA can operate through seasonal sports events.

Example:

Season 01

Football Championship

100m Sprint Cup

Swimming Tournament

Tennis Open

Basketball League

Climbing Challenge

Players are not restricted to one discipline.

One athlete may participate in multiple competitions during the same season.

Seasonal progression provides long-term objectives without resetting the player's fundamental athlete development.

19. Athlete Reputation

Athlete Level represents development.

Reputation represents achievement.

Reputation grows through:

- Winning competitions
- Breaking records
- Completing difficult challenges
- Participating in major events
- Becoming highly ranked in a sport

Possible titles include:

Football Prospect

Swimming Specialist

Elite Sprinter

Multi-Sport Champion

Club Veteran

Iron Athlete

All-Round Athlete

Titles can appear on athlete profiles or inside social areas.

20. Coaches

Every sports facility contains coaches.

Coaches introduce training systems and provide progression programs.

Football Coach

Ball Control
Finishing
Positioning
Passing

Sprint Coach

Acceleration
Explosive Start
Maximum Velocity

Strength Coach

Power
Resistance
Conditioning

Performance Coach

Recovery
Fitness Evaluation
Advanced Programs

Higher-level coaches may require reputation or progression to unlock.

21. Character Development

Character progression should also be visible.

As a player becomes more experienced:

Animations become more confident.

Running technique improves.

Sport-specific movement becomes smoother.

Advanced techniques become visible.

Equipment becomes more professional.

Titles become more prestigious.

The game should communicate development through movement and skill rather than extreme physical transformation.

22. Daily Gameplay Loop

A typical session may look like:

Enter SPORTERRA



Check Athlete Condition



Choose Activity



Train



Play Sport



Compete



Earn XP



Eat and Hydrate



Recover



Improve Attributes



Unlock New Activities



Return Stronger

The loop remains accessible while supporting deep long-term progression.

23. Social World

SPORTERRA is not only about competition.

The world should also function as a social sports environment.

Players may:

Explore the sports city

Meet other athletes

Watch competitions

Train together

Create groups

Challenge other players

Visit social hubs

Compare athlete profiles

Join clubs

Attend seasonal events

Walk between facilities

SPORTERRA should feel active even when the player is not competing.

24. Player Clubs

Players can eventually create or join their own sports clubs.

A club may contain several divisions.

Example:

Northside Athletics

Football Division
Basketball Division
Swimming Division
Tennis Division
Athletics Division

Players can compete collectively in club-based events.

Club systems create long-term multiplayer identity.

25. Athlete Passport

Every character receives an Athlete Passport.

The Athlete Passport summarizes the player's entire sporting journey.

Example:

ATHLETE PROFILE

Athlete Level: 54

Primary Sport: Football

Secondary Sport: Swimming

Physical Attributes

Speed — 84
Strength — 77
Endurance — 81

Agility — 88
Technique — 79
Reaction — 80

Sport Levels

Football — Lv. 38
Swimming — Lv. 25
Basketball — Lv. 17
Tennis — Lv. 11
Athletics — Lv. 29
Climbing — Lv. 7

Achievements

Football Championship Winner ×2

100m Finalist

Swimming Bronze Medal

Multi-Sport Week Completed

The Athlete Passport becomes a visible record of the player's identity.

26. No Forced Class System

SPORTERRA does not force players to choose:

Footballer

Swimmer

Basketball Player

Tennis Player

at the beginning.

Every player starts simply as:

ATHLETE — LEVEL 1

From there, gameplay choices shape the athlete.

After enough progression, one character may naturally become:

Elite Football Sprinter

while another becomes:

Multi-Sport Endurance Athlete

and another becomes:

Technical Tennis Specialist

The player's behavior creates their identity.

27. Economy

SPORTERRA can initially operate around a simple internal game economy.

Possible currencies and resources include:

Credits

Competition Rewards

Training Points

Club Reputation

Season Rewards

Credits may be earned through:

Matches

Challenges

Training objectives

Competitions

Achievements

Seasonal activities

Credits may be used for:

Equipment

Food

Training programs

Clothing

Character customization

Facility access

SPORTERRA's core design does not depend on a token.

This leaves future economy options flexible.

28. Progression Philosophy

The central progression philosophy of SPORTERRA is:

Playing makes you better at the sport.

Training makes you a better athlete.

Wellness allows you to keep progressing.

These systems work together.

Sport improves mastery.

Training improves physical attributes.

Nutrition supports performance.

Recovery controls fatigue.

Competition tests development.

Exploration creates variety.

Every activity contributes to the same athlete.

29. Development Roadmap

Phase 1 — Core SPORTERRA

Character creation

Open sports campus

Football

Basketball

Swimming

Tennis

Athletics

Fitness Center

Basic athlete progression

Nutrition system

Wellness system

Phase 2 — Athlete Development

Climbing

Performance Lab

Advanced training programs

Recovery Center

Coaches

Athlete Passport

Advanced equipment

Expanded social areas

Phase 3 — Competition

Online multiplayer

Ranked sports

Seasonal competition

Tournament system

Player clubs

Leaderboards

Spectator features

Phase 4 — SPORTERRA World

New districts

Additional sports

Major championships

Club-vs-club events

Expanded athlete careers

World-scale seasonal events

30. Long-Term Vision

SPORTERRA is designed to grow continuously.

New sports do not require a new game.

They become new destinations inside the existing world.

Future expansion could introduce:

Cycling

Boxing

Martial Arts

Volleyball

Badminton

Golf

Skateboarding

Rowing

Archery

Gymnastics

Baseball

Combat Sports

Winter Sports

Each new discipline expands the possible identity of every existing athlete.

31. What Makes SPORTERRA Different

SPORTERRA is not simply a package of sports minigames.

It is built around one persistent athlete.

Every activity matters.

Training contributes to physical development.

Sports contribute to skill.

Nutrition contributes to performance.

Recovery contributes to consistency.

Competition contributes to reputation.

Exploration contributes to progression.

The player's history becomes part of their character.

The experience evolves from:

New Athlete

into:

Developing Competitor

into:

Multi-Sport Athlete

into:

Elite Champion

into:

SPORTERRA Legend.

32. Core Statement

SPORTERRA is a living multi-sport world where every facility is playable and every activity develops one persistent athlete. Players train across multiple disciplines, compete, manage nutrition and recovery, improve their physical and technical abilities, and build their own sporting legacy inside one interconnected world.

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