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work on the gaming engine and add specific features into separate prototypes. Later, video game programmers select the stable prototypes and add sections of the game iteratively. Software prototyping follows a linear software development life cycle, unlike most other aspects of video game development.

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Develop your kicking as well as throwing skills. ...

Stay focused on the game all the time even if the ball is away from your 18 yard box.

Always keep your eye on the ball.

Try and read the body language of your opponent.

Get your feet, hands and eyes in sync.