

BACKSTREET BEAT UP

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1. Overview

The idea of our game is a 2D 1v1 fighting game originally inspired by Double Dragon. It will leverage the use of the apple watch and apple remote for motion controls to play against your opponent on the PC using standard controls for a 2D fighting game. The game will also use UNet for multi-player fights. The art style of the game will be a very pixelated old style look and feel.

The game will also have 4 characters to choose from. Each with their own special abilities. This also means that each character has different AI systems to keep the game fresh and exciting.

2. Gameplay / Mechanics

a. Gameplay Overview

- Format: Players compete in 1v1 networked matches.
- Objective: Defeat the opponents lineup before they defeat yours.
- Flow: To start, players create a four person lineup from the available characters. Upon entering the match, the first character in line will be controlled by their player to fight the other. When a player's character is defeated, their next character in the lineup will fight until the player runs out of characters, thus losing the game.
- Fighting: During the match, players will be able to move around the field and throw punches. Punches that connect with the opponent's character deal damage. After taking enough damage, a character is defeated. Each character also has access to special moves listed below.

b. Controls

- PC controls are classic WASD along with controller support.
- Apple TV will leverage the Apple remote and Apple watch motion controls for fighting in combination with buttons and watch swipes

c. Characters

- Character 1 (Code Named: Frost)
 - i. *Special Abilities*: Freeze player in place for "x" amount of time
 - ii. *Other Effects*: Players that are frozen take less damage.
- Character 2 (Code Named: Big Bertha)
 - i. *Special Abilities*: Takes extra damage and delivers a stronger attack
 - ii. *Other Effects*: Slow movement abilities and unable to jump
- Character 3 (Code Named: The Doctor)
 - i. *Special Abilities*: Heals himself a max amount of "x" times

- ii. *Other Effects:* This doctor is slighting delusional and is not actually a doctor and his medic shots might be tainted and actually injure him further instead of heal the player.
- Character 4 (Code Named: Time Warp)
 - i. *Special Abilities:* Throughs a time warp device allowing all other elements in the game to move at half the speed while he moves at regular speed for “x” amount of time
 - ii. *Other Effects:* Damage taken during time warp kills the character instantly.

3. Networking Components

- a. PC - Apply TV
 - The PC and Apple TV versions of the client will communicate through peer - peer connectivity. The Host will act as a server and will update the client on movement positions and if attacks connected. Clients will move freely, but server will revert client movement if messages were not received.
- b. Apple Watch
 - The Apple Watch will utilize a small application which will recognize swipe and movement information and send a “watch moved” or “watch swiped” flag to the associated player’s game client which will control an aspect of their character.