README:

**Introduction:**

Welcome to our fighting game where you and your friend (or foe) can compete in skill, reaction time and pure luck of course.

**Starting Screen:**

First, you will be presented with the starting screen where you choose your champion, the are 2 choices for you and your opponent. After you click with your mouse on the fighters of your choice, please click on “Let’s Start the Fight!” and let the battle begin!!!

**Controls:**

Your character wields the power of one mighty PUNCH, one immovable BLOCK, lightning-fast MOVE (left and right) and an embarrassing for your opponent TAUNT.

The controls for the characters are:

|  |  |  |
| --- | --- | --- |
|  | Fighter on the left | Fighter on the right |
| Move left | A | **←** |
| Move right | D | **→** |
| Punch | G | 1 on NUMLOCK |
| Block | H | 3 on NUMLOCK |
| Taunt | J | 0 on NUMLOCK |

During the game:

Each one of you has 5 HP, you can see that on the top of the screen.

Also, there you can see that the timer is ticking, you have 60 seconds to prove yourself.

Every hit that you land give you points and place your foe closer to “going to sleep” (no killing here, only friendly matches).

But your opponent (and you) can masterfully block the punch, this will give you point for being a professional and not some blood-thirsty berserker.

If one of you at 0HP, the other one wins, simple as that.

If no one is “gone to sleep” until 60 seconds are up, the game will calculate your points and display a winner.

Then you can click on “Try Again” and take a revenge or prove that your foe has no chance against you the second time as well.

Developers’ note:

We know that the game has freezes in animations and a few visuals are not in the center of the screen and a lot of irrelevant methods and classes are still there. But!! We have put a lot of work into the functionality of this game, and with that we are proud of ourselves. Maybe in the next months/years/decades, updates will come with new characters, attack types, bug fixes, maps and so on. You never know, we also do not…

Thank you for playing our game and stay healthy! Am Israel Hai!

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