**CS-339-001 Final Team Game**

Team Members:

Noah Timmons

Fighting Game. Street Fighter Style

Characters:

* 4 distinct characters that each represent an Archetype
  + **Shoto**; A mix of different archetypes, most commonly the rushdown and zoner archetypes
  + **Rushdown**; A character that likes to rush in and stay in their enemy’s face
  + **Zoner**; A character that likes to create and manage space between them and their enemy
  + **Grappler**; A character that specializes in grabbing their enemy for lots of damage
* Each Character will have:
  + 4 attack types:
    - Punch
    - Kick
    - Slash
    - Heavy Slash
  + Normals
    - 4 in the air
    - 4 while standing
    - 4 while crouching
  + Specials
    - At least 2-3 per character
    - Either 236/214 or 41236/63214 style specials
  + An Overdrive
    - A move that can be activated while at low health. Can only be used once.
* I’ll make a design doc for the characters  
  link:

Stage:

* Code to instantiate both characters
* Code to determine who wins or losses a match
* Code for a round timer

Sound Design:

* Character grunts and voicelines
* Attack Sound effects

Menu Design:

* A Versus mode
  + Allows for character select
* System Settings(Maybe?)