

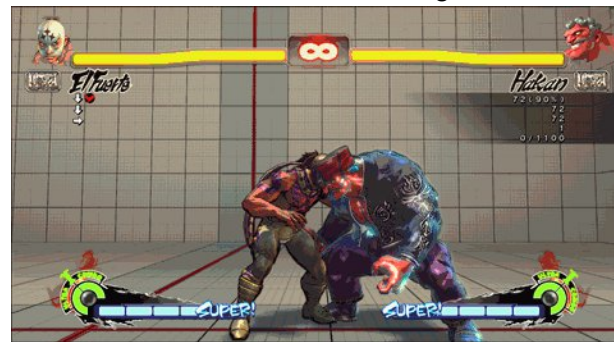
I chose to prototype the fighter from Street Fighter, Guilty Gear, and other cross-over fighting games.

There are many mechanics in the game, such as "Frame", "Link" and so on, which make the fighting game very difficult to get started, but there are only three core mechanics.

1. Footsies, where the player constantly adjusts his position to the opponent's position, in order to seek attacks and defences.



2. **Rock-paper-scissors:** In fighting games, there are different actions such as normal attack, defence, grapple, etc., and there is a relationship of mutual restraint between these actions, so this kind of game like "Rock-paper-scissors" is one of the core of the game



3. **Combo:** In fighting games, once the opportunity is seized, the player can do a lot of damage through a combo, which is also the source of the fighting game's coolness.



Based on these three core principles, I created a paper prototype.

Content:

(1) A 15-frame straight track represents the battlefield, and two different coloured markers represent the two characters.

(2) A deck of cards for each player, including **6 actions**: move, dash, punch, kick, grab, and block.

Rules:

(1) Each player has **5 action slots** per turn, which can be filled in any order from the six actions, with the option of repeating the action, and then both players turn them over at the same time, settling for them in that order at the same time.

(2) Players have a total of **10 life points**, and lose when their blood level reaches zero.

Mechanics:

(1) **Move**: move one square according to the arrow direction

Dash: occupy two action slots, move two squares according to the arrow direction

Punch: Attack range 2 squares, damage 1

Kick: occupies two action slots, attack range three squares, damage 2

Grab: Attack range 1 frame, damage 3, can defend against opponent's Grab and push opponent away one frame according to the direction of the arrow.

Block: Defends against kicks and punches, but not grabs.

(2) Both **dash** and **kick** need to occupy **2 action slots**, and there are two parts: active part of the kick can deal damage, while the remaining part will be attacked instead. active part of the dash can dodge attacks, while the remaining part cannot.

(3) If both players are attacked at the same time, then both players take 1 damage

The above is the current simple mechanism, I'm thinking of introducing a rage mechanism into the resource management system, so that players can use rage to activate the ultimate skill Ult or to enhance the normal action, but I have to decide after a playtest!