Battle Beasts Progress

(Temporary Name)

The Basics

- Battle Beasts is a multiplayer fighting game set in the future where people turn themselves into creatures for the annual Ultimate Battle Beast Competition.
- 1v1 fighter game like Mortal Kombat
- Standard Fighting Game/with monsters
- Simple fighter mechanics

Ultimate Battle Beast

Set in a future dystopian future, this underground tournament sees people turning themselves into monstrous creatures for the right of being named the beast champion. Some participants use technology to turn themselves into cyborgs or use radiation to transform into mutants. The competition is a six man bracket leading to the final two with one being crowned the Ultimate battle beast.

How I approach security risks

- I will be using Pun 2
- Use the shortcuts it gives me
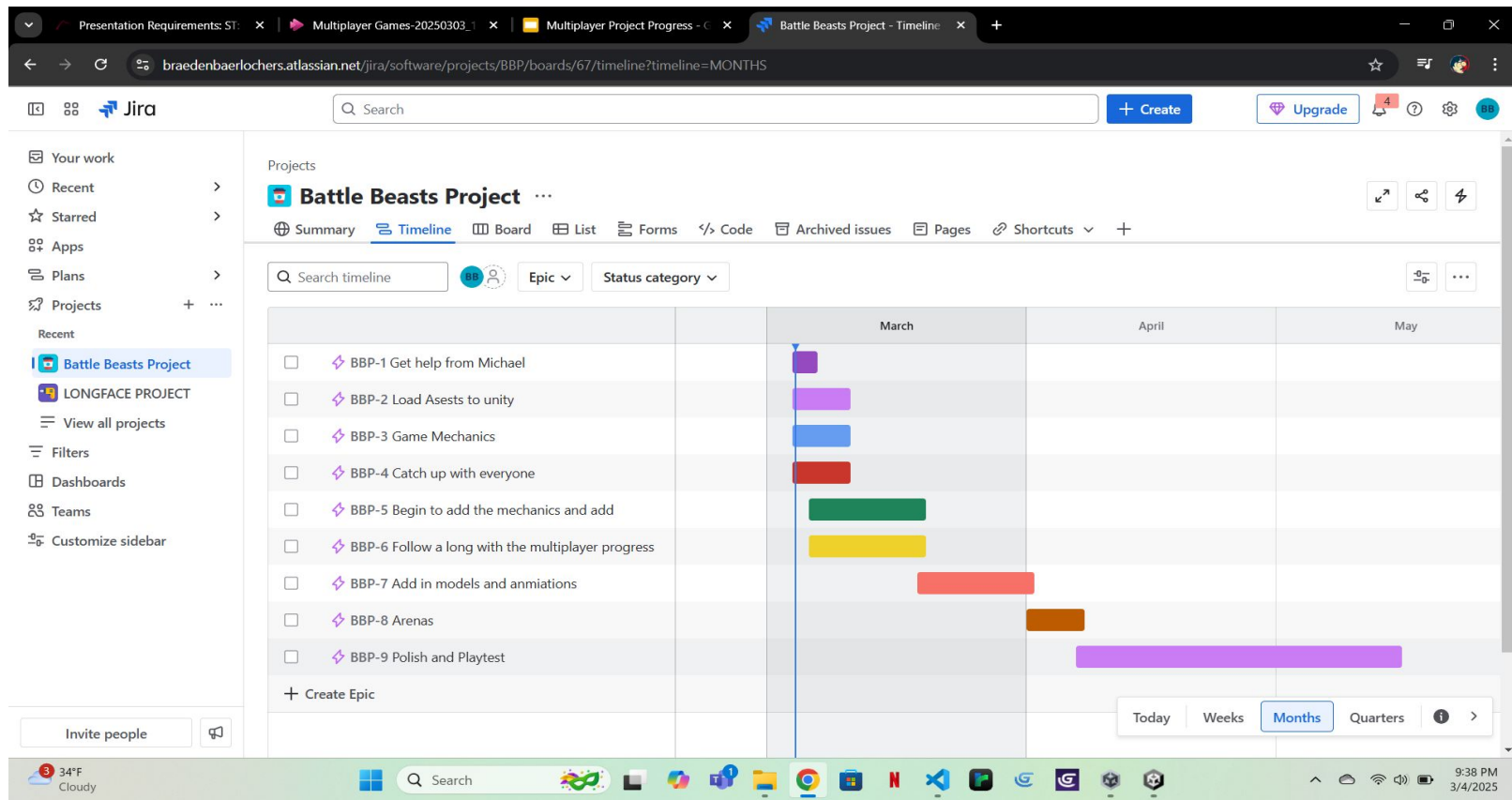- Built in security system

Lag and Latency

After spending a lot of time trying to figure out why my code scripts are not working I had to get ahold of michael and I realized that these technical issues are because I am not doing this project right. I am still going to be making a fighter game but this is very different compared to the game I was previously working on. I do have to restart and make up for my mistakes which means more technical issues but I have more committed to this game then the one prier and I will work hard to get this game made.

Simple Database

- Multiplayer server
- Stores player progress
- Six playable characters
- Three Different Arenas

Timeline

Current Progress