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Multiplayer Games

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- 1.) The name of the multiplayer game I will be making this semester is called *Paper Cut*. It is a 2d fighter game like Street Fighter or Mortal Kombat. All of the characters and backgrounds will look like they have been hand drawn with pencils and have a paper sort of outline where they look like drawings are fighting.
- 2.) The game will be set up as a fighter where two people can play at once on the same screen; it will also have an online server so other people can play in tournament modes. As for the mechanics the game will be classic fighter out of three rounds you must win two, combo moves based on the character some stronger then others there will also be a finisher option to whomever won thought the finisher will take out the other players character I don't want to make the "deaths" too gruesome as I want to have a T or PG-13 rating.
- 3.) This is my first time making a multiplayer game so I'm going to give myself some grace and make it as simple as possible with the easiest programs, maybe further down the semester I will change the network framework but for now I'm not going for complex frameworking. The environment as I mentioned earlier will look like the characters and the background have been drawn by hand and the characters will resemble how characters looked in the game Paper Mario except I will only be using a black white and grey color scheme.

4.) For this project I will be using ChatGTP as it has been extremely helpful for me in the past with coding issues and it'll be a big help moving forward. I'm new to making online games so to start I will be asking GPT a lot of questions about how to get a server running, how to import code to the 2d model and how to make a fighting game all together. Essentially I will be using ChatGPT as a tutor this semester to help me make this game.