

Pirate Fighterz

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What the game is

- Pirate Fighterz is a 2D pirate-themed fighting game where players duel on themed maps
- Play against CPU opponents or another player
- Goal: be the last pirate standing

Core gameplay

Movement-based combat with:

- Run / jump / positioning
- Basic attacks
- Blocking / defense

Each character has unique special abilities that change playstyle

Attacks and abilities

Players build toward stronger moves:

- Charged attacks (character-specific)
- Ultimate attacks (high-impact, character-specific)

HUD

HUD keeps the match readable with:

- Health bar
- Charge meter
- Ultimate indicator
- Match timer
- Round counter

Tools and Development

Built using Unity + C#

Key technical learning:

- 2D movement systems
- Performance/optimization to support smooth 60 FPS gameplay

Why we chose this

We both enjoy gaming and wanted to build something we'd actually play

This project let us test our coding skills and creativity

We're interested in exploring game development as a possible career path

Biggest Challenge

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- Creating characters with Aseprite
- Neither of us has prior experience with it, so it's one of the main learning hurdles this semester



Thank you!

Questions?