Project Proposal

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What we want to make/Why

- We all shared a passion for video games so we decided that it was something that we wanted to try and create
- We thought that something like a fighting platform game would be something feasible but also put up enough of a challenge for us.
- We want to make it simple for the user to understand how they will be fighting and make it for players that may not even play games in the first place.
- A game like smash is a bit more complicated(combos and maybe some features that new players might not know about)
- The game will be ocean themed and the characters will all be ocean pirate captains.

Other things that exist like it

- There are many other games in the genre that already exist, so we have somethings to take inspiration from.
- Some very famous titles include Smash, Street Fighter, Tekken, and boomerang fu.
- We want to take the simple features from these games to create something brand new but also somewhat familiar.
- For example a game like boomerang fu is very simple because the user has three actions they can do, slash, throw, and dash.

Tools that will be used

- The main tools that we will be using to actually create the game will be will be Unity and C# which is the language that Unity uses
- For game models, we can use tools like blender
- We are also working on getting a graphic designer to design the sprites and their movements.
- We also plan to eventually put this game on steam and/or xbox. (We may not complete this by the end of the semester as we want to focus on the game building as much as we can but we plan to eventually do this even if the semester has ended)

Important features

- Core combat system
  - Fluid movement mechanics with feedback
  - Working combat features(Attack, Counter, and Block)
- Character diversity
  - Multiple unique fighters and playstyles
  - Character specific special moves
- Player experience
  - Easy to learn, difficult to master gameplay
  - Responsive hit detection and visual feedback
  - Ability to replay matches or share highlights
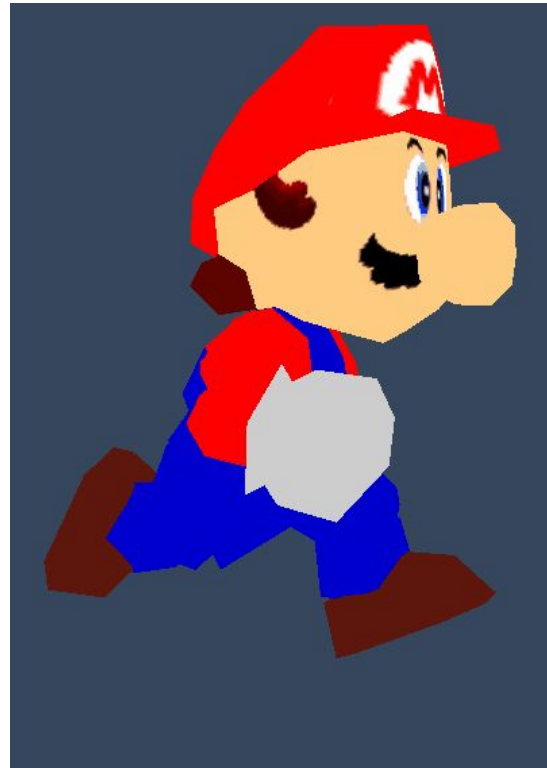
Our vague timeline(things may take longer or shorter)

- Week 3: Finish our unity learning environment modules and lessons and start to test and talk about what will work and what won't work
- Week 4: Have a menu screen that works and is straightforward that looks good
- Week 8: The characters can move, fight, block, jump, etc.
- Week 10: The different maps are complete and usable
- Week 12: Make it all work together
- Week 15: Have it so that the characters all have a special move that works
- Week 17: Game is complete and finalized so that we can all test it/play it.

Questions?

Thank you for listening!