

Title: Battle Tendency

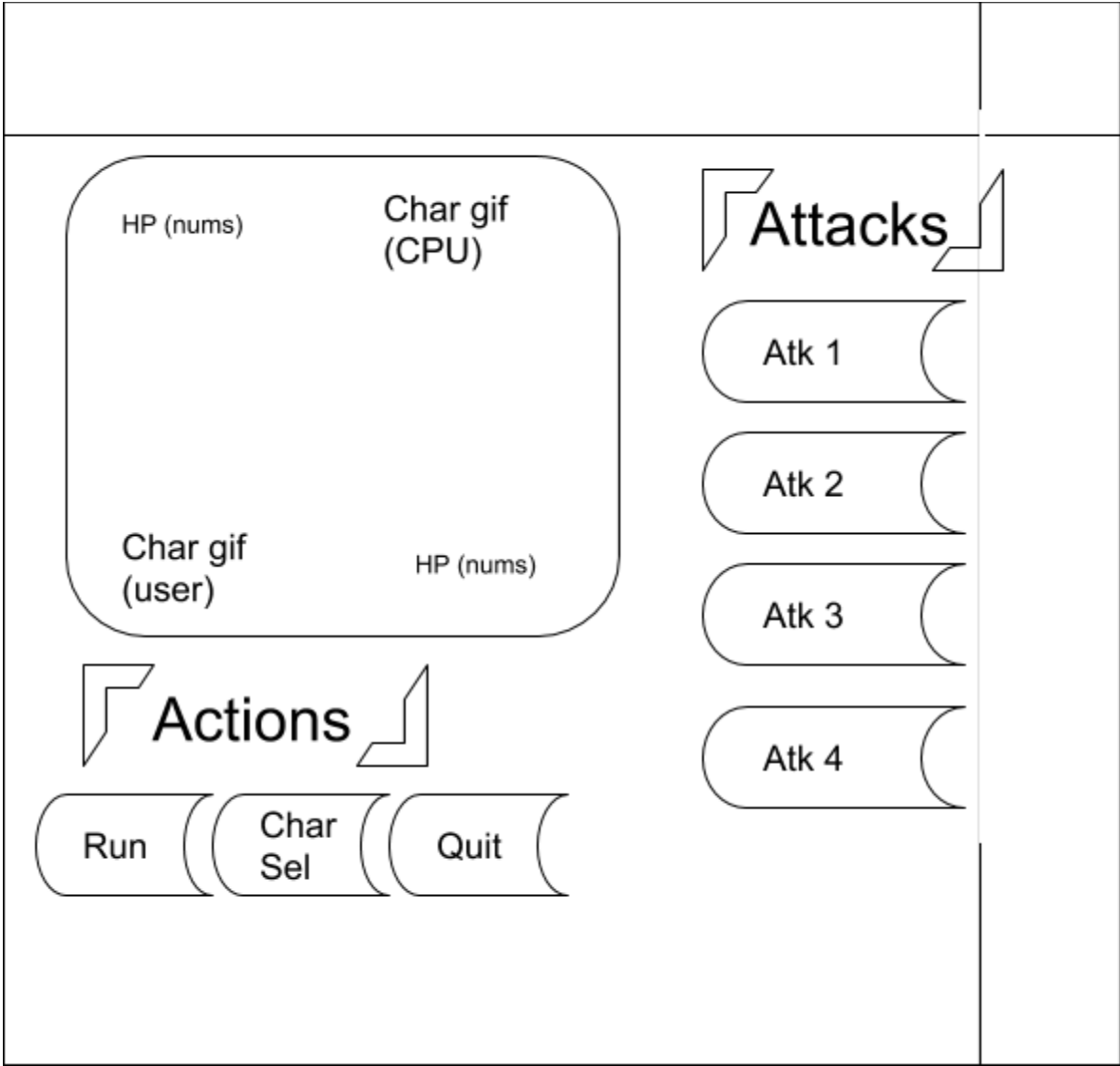
Description:

Battle Tendency is a GUI fighting game made in Java. It is a very rudimetric game wherein a user will engage in turn-based combat with a CPU. They will fight each other until one of their HPs are depleted. The mechanics include character selection, character stats, set attacks with set damage, weapon triangle, forfeiting, win and loss counter, and quitting.

Character stats will include HP, weapon type, and movesets. Going off of the weapon type, there is a weapon triangle that acts like rock-paper-scissors. They are Fire, Ice, and Wind. Fire beats Ice, Ice beats Wind, and Wind beats Fire. The moves associated with the stronger element will do 1.5x the intended damage and the moves associated with the opposing element will do .5x the intended damage. To keep the fights balanced, there will also be Normal type moves that do the same amount of damage no matter what. The main menu and character selection screen are one in the same, displaying the characters' stats and a weapon triangle below.

Once a character is chosen, the battle will begin. The CPU fighter is chosen at random from the roster. Whoever goes first will be decided by a coin flip, with the player always being heads. The battle starts after that, with the player using their moves to deplete the CPU's HP before they get the player. If a player wins, their win is added to a counter and they are brought back to the character select screen; the same will happen if they lose. If players feel like this is not a match they could win or they just don't want to battle, a forfeit option is available. Forfeits, however, will count as a loss. Wins and losses will be displayed on the bottom right-hand corner in the battle screen.

(Display concepts for the game)



<div>Char img</div> <div>(img) HP Weapon type</div>	<div>Char img</div> <div>(img) HP Weapon type</div>	<div>Char img</div> <div>(img) HP Weapon type</div>	
<div>Weapon Triangle img</div>			