**MachTap-Tap Boxing Android SDK**

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| 1. Game Overview    1. **Summary**       1. Tap-Tap Boxing is a fast paced tap interface game for the android platform. Using accurate and well timed attacks to defeat your all your enemies and become the Boxing Champ.    2. **Gameplay**       1. The user will have to fight through a series of enemies with increasing difficulty. Our vision is to be able to have the user tap buttons to target a point of attack. Based off the location of the enemies glove calculate the damage done to the enemy. The enemy will attack the player on random intervals. The player will have to take a beating at the beginning slowly advancing their character to be a Boxing Champion. Every enemy they defeat will reward them with Money and Experience. Upgrading their stats and equipment wisely through the store the player will make the fights easier as they progress. 2. Team Personnel    1. **Drew Vandyke**    2. **Matt Agostino**    3. **Christian Jarino** 3. Plot & Setting Information    1. **Plot**       1. Stumbling into what you thought was a new bar open on your block. You realize you have just walked into Jeff “The Demo Man” Gauvan’s Secret Underground Boxing League. You’re immediately grabbed and thrown into the ring and you quickly realize your going to have to fight your way out!    2. **Setting**       1. The boxing ring is located inside an old speakeasy. Groups of old haggard men crowd around a makeshift ring. Large barrels used as corners and large super stretchy rubber bands formed together as ropes. Now that you know the secret of the underground boxing league you now must fight for your life in the ring. 4. Core Game Play    1. **Attacking**        1. Players will tap on the enemy to deal damage. Hitting the enemy's gloves will cause no damage and drain your stamina.    2. **Dodging**       1. Players will click on the bottom arrows to dodge the enemy’s attack and avoid damage.    3. **Enemy Activity**       1. Enemy’s will constantly move their gloves up and down to block your punches.       2. Enemy’s will also Randomly punch you. Punches are indicated by the growing of their gloves.    4. **Loops and Timers**       1. We will take advantage of a couple loops to maintain constant updates for the player on stamina and health. Also we will have a loop and timer on the enemy AI making sure the player has time to react on a punch. The timer will also control how fast and often each enemy will punch.    5. **Health**       1. Players will have a set health that will decrease when hit by the enemy. If the players health reaches 0 the player fails the fight and would have to retry the fight or go to a different enemy.    6. **Stamina**       1. Players will have set stamina that will decrease with each players punch. If a players stamina reaches 0 the player will be unable to punch. Stamina regenerates over time.    7. **Experience**       1. Players will gain experience with each fight. A successful fight will yield more experience. After a set amount of experience the player will level up. The harder the enemy’s the more the player will earn.    8. **Money**       1. Players will earn money from each successful fight. The harder the enemy’s the more the player will earn.    9. **Store**       1. Players will be able to purchase items from the store to improve the players stats.    10. **Players level**        1. Players will start off at level 1. Gaining experience will level the player up. When a player levels up it will boost the players stats(punch strength, health, stamina and regen).    11. **Player Stats**        1. Players will have different stats that will be affected by items bought from the store and the players level.        2. Players money indicates the amount of money the player currently has.        3. Players KO’s will indicate how many enemy’s the player had knocked out by winning fights        4. Players Health indicates how damage the players can take.        5. Players Strength will indicate how strong their punches are and how much damage they do to the enemy.        6. Players Stamina indicates how much stamina the player has.        7. Players Regen indicates how fast the players stamina recharges.        8. Player Losses indicates how many times the player has been knocked out. 5. Environment Elements (environments, characters, weapons, etc.)\*\*PICTURES AND DESC\*\*    1. **User Interface**    2. **Characters**       1. **Jeff “The Demo Man” Gauvan**       2. **Macho “Stan The Van”Savage**       3. **Drew Van Doom**       4. **Matt “Forte Gringo” Agostino**       5. **Chris “Holly” Jarino**       6. **Alexx “Quanterooni” Quan**    3. **Attack Upgrades**       1. **Heavy Glove-** small increase to damage       2. **Pellet Glove-** medium increase to damage       3. **Barbed Glove-** large increase to damage    4. **Health Upgrades**       1. **Water Bottle-** Increase Base Health    5. **Stamina Upgrades**       1. **Trunks-** Increase to Stamina Regen    6. **Money/Exp Upgrades**       1. **Trainer-** Increase to Rewards    7. **Environment**        1. Dark and dingy dive bar like speakeasy. Converted into a makeshift boxing ring. 6. Interface Usage (mouse, keyboard, etc.)    1. **Dodge Buttons**       1. The Dodge buttons on the bottom of the Game Screen will be connected to the enemies attack and give the player a chance to lessen the incoming damage. The buttons will flash when the player has an incoming attack and show the direction the attack is coming from for a couple seconds.    2. **Touch Screen**       1. Players will use their fingers to select objects and buttons on the screen. We will use (x,y) screen coordinates to check to see if the enemies blocks are in the area that the player has clicked. Button selection will allow the player to navigate through our various menus and information screens. 7. Menu and General Game Usage    1. **Splash Screen**    2. **Main Menu**(subject to change)    3. **Game Screen**(subject may change)    4. **Pause Screen**(Subject to update and change)    5. **Win Screen**(Subject to update and change)    6. **Lose Screen**(Subject to update and change)    7. **Fight Select Screen**(Subject to update and change)    8. **Player Stats Screen**(Subject to update and change)    9. **Store Screen**(Subject to update and change)    10. **Controls Screen**(screen may change)    11. **Sprite Sheets**(subject to change) |
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**7.12 Store Concept** (May be changed)

v3.0

