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CO552

Final Project Proposal

Outline

My final project will be a two dimensional platform fighting game similar to the games Super Smash Bros Melee, Brawlhalla, and Streetfighter. The idea is that a player will fight another player (or maybe an AI) on a platform using a set of abilities. Currently the plan is to have only one selectable character with which both players will fight each other with. The goal is to knock the other player off of the map or to knock them out just by out-damaging them. When either of those events happens, the surviving player is declared the winner and the option is given to quit or have a rematch.

Gameplay Mechanics

Each player will be controlled using either WASD for movement and Q, E, and Shift for abilities for player 1, or IJKL for movement and U, O, and Space for abilities. Using these keys, player will be able to move around the map and attack their opponent while protecting themselves. Abilities may include combinations of keys for “charged” moves or just simple attacking or defending moves. This introduces a more skilled aspect to the game where players have to choose between certain abilities reflexively in order gain an advantage over their opponents.

Features

Players will start the game to be greeted with a set of instructions on how to play. After pressing a button, the instructions will disappear and a countdown will begin over the map allowing both players to prepare for the match. In the respective corners of the players, a health indicator will be shown along with other gameplay statistics. Certain abilities will show special graphics on use or cause effects like knockback or stun onto the enemy. Upon the end of the game a graphic will show up declaring the winner of the match with options to quit or have a rematch.