

ENSE 477

Scrum Report-Out 28/1/2020

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Super Capstone Bros
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Project Deats

- For the ENSE 400/477 terms we are hoping to build a platform fighting game that utilizes the best ideas from the genre and adds new idea to expand it farther.
- For this project we are ultimately trying to learn and expand our knowledge of game design. By the end we hope to have the knowledge to be able to maybe continue with this project or be able to delve into other projects involving game design.

The title of our game

- The title that we came up with is “Stride Champions”

Where did this name come from?

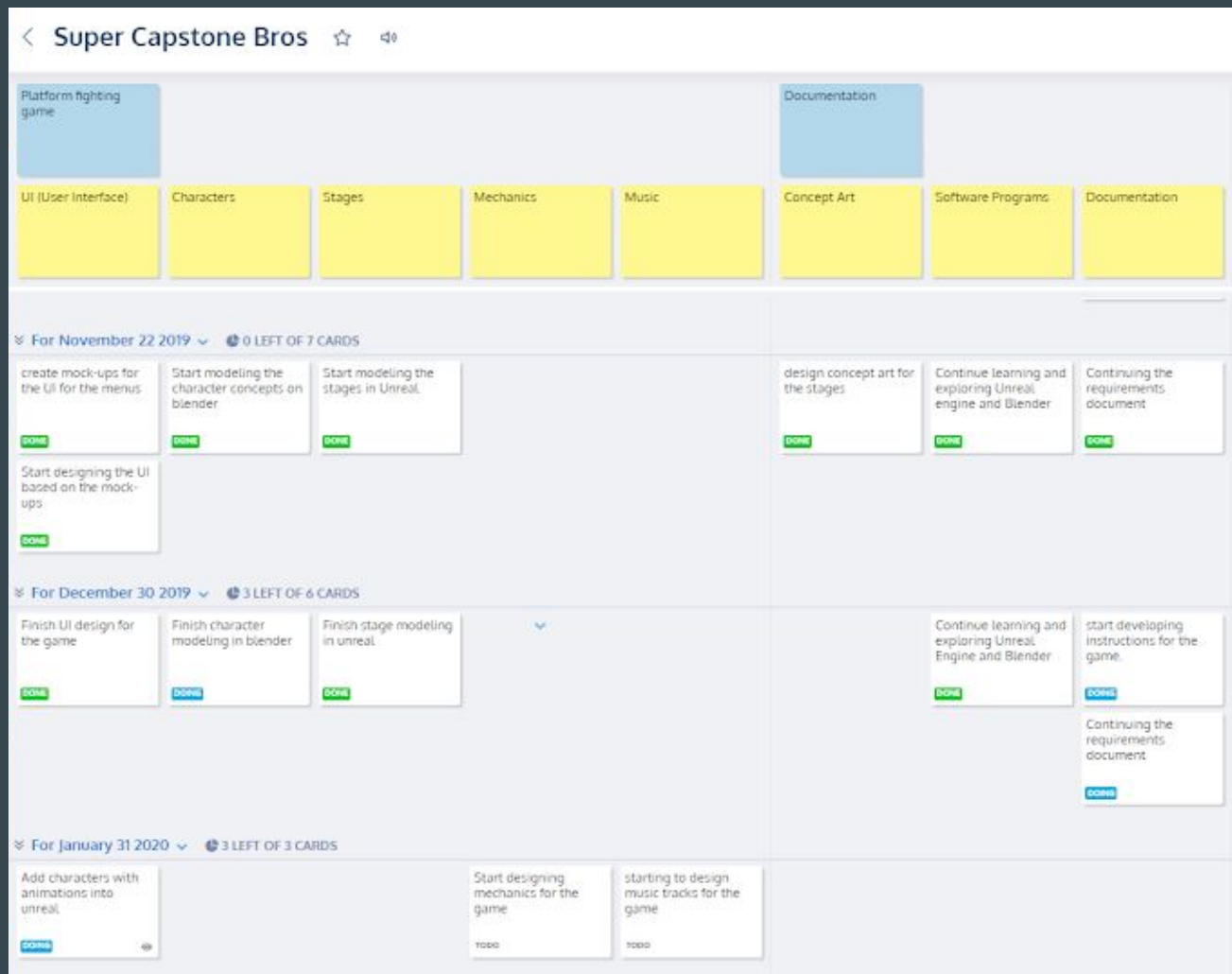
- Stride is another word for forward
- In this case it represents innovating the genre forward
- Champions represents our characters as being referred to as “champions”

Although fighting games are a unique way of expressing creativity and what a player is able to do within the game reflects the way they are thinking. The players actions on screen is almost like an extension of who they are as a person. So it would be nice if there was a word that encapsulated this idea that we could add into the title as well

Story

The universe of our game takes place in the distant future where our characters represent the best fighters within their selective regions/or areas. This sort of future could allow for a more sci-fi direction for future characters. This also ties in nicely with our stage designs where the tri-platform stage has more of a sci-fi aesthetic and the colosseum flat stage kind of resembles the idea that these elite fighters are coming together to brawl with each other.

User Story Map



Demo!



Road map going into February

- spawning character from the character select screen
- Blast zones for the stages
- Respawns when hitting the blast zones
- Stocks
- Hit boxes and damage amount tied to the moves
- Percent system for both players
- Shields for the characters
- Scaling knockback based on percents
- Ledges for the stages
- Double jumps for characters

Group reflection

- Do you feel you are on track?
 - I think so, finishing characters and animations this week and moving on to game logic in Unreal
- Do you feel there are barriers to your success (if any)?
 - Game default map setting overriding the blueprint code for running the stages
 - Trying to find additional clothing content for characters in fuse
 - Hardware limitations
- Do you need any help going forward?
 - Not sure