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1. Introduction

1.1. Game Introduction

Welcome to "Project Strike," a world where legends clash and heroes rise. In this high-stakes tournament, elite fighters from every corner of the globe gather to compete for the title of the ultimate warrior. Each combatant brings a unique blend of skill, strategy, and strength, making every battle a spectacle of martial prowess.

The arenas of "Project Strike" are more than mere stages for conflict; they are realms steeped in history and tradition. From the ancient temples of Asia to the neon-lit streets of modern metropolises, each location is a testament to the diverse origins of the fighters. This global tournament is not just about physical dominance but a celebration of the rich tapestry of combat styles that exist around the world.

1.2. Fighting Game Appeal and Goal

The charm of "Project Strike" lies in its unique blend of spectacle and skill. It's a game where each character's special moves are not just visually stunning but also tactically significant. The game's goal is to bridge the gap between novice players and experienced fighters. It achieves this through an innovative tutorial system that teaches the fundamentals of fighting games in an engaging and intuitive manner.

"Project Strike" also aims to evolve the genre, offering a fresh perspective that respects traditional mechanics while introducing innovative gameplay elements. This approach makes the game a welcoming entry point for newcomers and a new challenge for veterans.

2. Overview

2.1. Description

"Project Strike" immerses players in a dynamic and evolving world of combat, where strategy and skill are as crucial as physical prowess. The game introduces a unique combat system that blends intuitive controls with complex mechanics, allowing for a diverse range of fighting styles and tactics. Players will navigate through intricately designed levels, each presenting its own set of challenges and opportunities for strategic combat.

The core of "Project Strike" is its engaging single-player campaign, where players embark on a journey of mastery and discovery. The narrative weaves through the personal stories of the fighters, revealing motivations and backgrounds, adding depth to each character. Multiplayer modes offer intense competitive battles, where players can test their skills against others in real-time combat.

Innovative features in "Project Strike" include a dynamic environment interaction system, where the surroundings play a significant role in battles. The game also introduces a unique progression system, where players can unlock new abilities and customize their fighters' styles. These elements, combined with high-quality graphics and an immersive soundtrack, make "Project Strike" a captivating and thrilling experience for all players.

2.2. Genre

"Project Strike" masterfully merges genres to create a unique gaming experience. As a fighting game, it offers the intensity and excitement typical of the genre, combined with the strategic depth of a 2D platformer and the nostalgic feel of arcade classics. This blend allows for an innovative approach to gameplay, where fast-paced action meets thoughtful strategy. The game also features robust local multiplayer capabilities, encouraging spirited side-by-side competition.

Sub-genres like Singleplayer, Multiplayer, and Character Customization are integral to "Project Strike." These elements ensure a varied and rich gameplay experience, catering to different player preferences and styles. Singleplayer mode offers a narrative-driven journey, while multiplayer modes provide endless hours of competitive and cooperative play.

2.3. Target Audience

The target audience of "Project Strike" is broad and diverse. It appeals to:

- Fighting Game Enthusiasts: Players who relish the depth and challenge of traditional fighting games will find "Project Strike" both familiar and refreshing. The game respects the genre's roots while introducing new elements that add to its complexity and appeal.
- Casual and Competitive Gamers: Whether a player enjoys a quick match or a deep dive into competitive play, "Project Strike" offers something for everyone. Its intuitive mechanics make it accessible to newcomers, while its layered strategy will satisfy seasoned gamers.

The game's design philosophy is centered on inclusivity, ensuring that it is approachable for novices while still offering enough depth to engage experienced players.

2.4. Visual and Artistic Appeal

The game's aesthetic is a significant draw, offering a visually stunning experience. "Project Strike" employs hand-drawn art to create characters and worlds that feel alive and vibrant. This artistic choice not only adds a unique charm to the game but also pays homage to the classic era of animation, blending it with modern digital art techniques. Each character's design reflects their backstory, embedding cultural elements into their appearance and fighting styles. The environments are meticulously crafted, with each arena offering a window into the world from which the characters hail.

2.5. Target Platform

Opting for the PC platform, "Project Strike" leverages the flexibility and power of modern computing. This choice allows for high-fidelity graphics, seamless gameplay, and a stable online experience. The PC platform's widespread use makes the game readily accessible to a broad audience, while its capacity for customization and updates ensures that "Project Strike" remains a dynamic and evolving game.

2.6. Educational Aspect and Community Building

"Project Strike" is more than a game; it's a learning experience. The game introduces a novel approach to teaching fighting game mechanics, making it an educational tool for players new to the genre. This aspect is designed to nurture a new generation of players, gradually elevating their skills from basic to advanced levels. Additionally, the game fosters a sense of community, encouraging players to share strategies, experiences, and compete in a healthy, respectful environment.

2.7. Innovation in Gameplay and Mechanics

Innovation lies at the heart of "Project Strike." The game introduces unique gameplay mechanics that challenge the norms of traditional fighting games. These include dynamic environments, a health system that changes the strategy of each fight, and special moves that evolve over time. The game also features a unique combo system that rewards creativity and strategic thinking, offering players endless possibilities to refine their play style.

3. Game Concept

3.1. Core Gameplay Mechanics

"Project Strike" combines classic 2D fighting mechanics with unique features to offer a dynamic gameplay experience. The combat system centers around strategic 60-second rounds, with players aiming to deplete their opponent's health bar. The game includes standard movements like walking, jumping, and crouching, complemented by a diverse array of attacks such as light, heavy, and special moves. A distinctive feature is the energy bar, which players build up to unleash powerful ultimate attacks.

The game's combo system is a critical component, rewarding players for chaining attacks with precision. Additionally, the innovative block meter adds a layer of strategy to defense, requiring players to block attacks judiciously.

In "Project Strike," the fighting system is designed to be deep and rewarding, offering a variety of techniques and strategies. Players can engage in quick dodges, counter-attacks, and utilize environmental hazards to gain an upper hand. The game introduces a

'stamina' concept, adding another layer to manage during combat. This system challenges players to balance their offensive and defensive actions wisely.

3.2. Unique Selling Points

One of "Project Strike's" standout features is the interactive environments. Players can use elements within the arena to their advantage, adding an extra tactical layer to fights. Character customization also plays a significant role, allowing players to tailor their fighter's abilities and appearance to their playing style.

Moreover, the AI system is designed to adapt to player strategies, providing a challenging and evolving gameplay experience. This adaptive AI ensures that both new players and veterans find the game engaging and competitive.

"Project Strike" sets itself apart with a 'fighter progression' system, where characters evolve and adapt over time based on player choices and styles. This RPG-like element allows for a more personalized and immersive experience. The game also features cross-platform multiplayer capabilities, enhancing its accessibility and community engagement.

3.3. Features

- Campaign mode
- Local/Online multiplayer
- Character Creator
- Character customization
- Unique fighters
- Combo system
- Dynamic blocking mechanic
- Ultimate attacks
- Diverse attack options
- Unique move sets

3.4. Inspiration and References

The game takes inspiration from iconic titles in the fighting game genre. It honors the intense, strategic combat of "Mortal Kombat," the intricate character design and fluid mechanics of "Tekken," and the classic, combo-driven gameplay of "Street Fighter." Additionally, it looks to incorporate innovative elements inspired by the upcoming "Project L" from Riot Games, known for their forward-thinking in game design. These influences shape "Project Strike" into a game that respects its roots while embracing modern advancements in the genre.



4. Gameplay and Controls

4.1. Mechanics

- **Fight Rules**

A fight consists of 60 second rounds, whoever wins 2 rounds, wins. The winner is the one, who successfully defeated the opponent – fully depleted his health (K.O.'d him). In case of a timeout in the round, there is no winner and the current health will not be reset but instead be carried over to the next round.

- **Player health and energy bars**

All characters (besides campaign mode) have the same set of health points. Whoever successfully depletes enemies' health bar first is determined to be the winner of the round. You cannot restore health during the round. Health is replenished at the start of the next round, if the previous round did not end in a timeout (draw), in that case, your current health is carried over to the next round. Energy bar shows the current amount of energy you have accumulated. It is used for characters ultimate ability. The bar will fill up as the player attacks his enemy and is always being carried over to the next round.

- **Character movement**

Basic horizontal and vertical movement, character can walk to the sides, jump and crouch.

- **Blocking**

Character is able to block incoming attacks by pressing a button. A block bar, is a meter determining how many attacks can a player negate. With each successful block, the meter will be depleted. Once the meter is fully depleted, character will be stunned for a second (controls disabled). Block meter starts filling up 1 second after releasing the block button, in case of being stunned after depleting the meter, it will take 3 seconds to start recharging (1 second of stun included).

Perfect block (parry) – if block is executed perfectly (at the same time as opponent pressed the attack button, and if the attack is in range of hitting the player), the player stuns his opponent for 0.3 seconds.

- **Attacks**

4.1..1. Basic Attacks

There are four basic attacks a player can perform: left and right punch, left and right kick, with each corresponding to a single button press. All basic attacks are aiming for the head.

Light attacks – basic attacks, not intercepting with opponent's position.

Heavy attacks – other attacks, if they land, they knock back and/or send the opponent flying in the air.

4.1..2. Vertical modifier

While crouching, character will perform different attacks. Instead of aiming for the head, he will aim for body (with punches) and for legs (with kicks)

While in air, character will also perform different attack. Three attacks are available – uppercut, kick or a punch on a grounded opponent, all these attacks are considered heavy.

4.1..3. Modified/Special attacks

By pressing two or three buttons at the same time, character will perform a different attack. For example: a hook, flying kick or uppercut. These attacks will do more damage than basic attacks. Some of these attacks are considered heavy.

4.1..4. Combination bonus

Combo bonus is achieved by landing chain basic and/or modified/special attacks without being interrupted. The current combo bonus will be displayed on screen as a number (x3, x5, x10 and so on), the higher the combo the more energy bar will fill up upon finishing combination, as combo bonus is a modifier of how much the energy bar will fill up.

4.1..5. Ultimate attack

Once the energy bar is full, player can execute an ultimate attack. An ultimate attack deals damage equal to half of the players full health. This attack can be blocked with a parry.

4.2. Dynamics

- **Objective.** Player's objective is to deplete opponent's health within the 60 second rounds or have more health remaining at the end, because it carries over to the next round. K.O.'ing the opponent secures the round win, first player to win 2 rounds wins the match.
- **Player health.** Players aim to manage their health effectively while dealing maximum damage to the opponent within the limited time frame.
- **Character movement and positioning.** Basic horizontal and vertical movement allow players to strategize positioning for offense and defense. It also serves as a key element for evading attacks, closing in or maintaining optimal combat distance.
- **Attacks and combat strategies.** Four basic and crouch/airborne attacks offer variations to different tactical scenarios, encouraging adaptability and creativity in combat strategies.
- **Combo system and energy build ups.** Successful combos fill the energy bar quicker, encouraging skilled chaining of attacks for a faster bar build up.
- **Blocking mechanics.** Blocking consumes the block meter, so players cannot hold it forever, thus encouraging to choose other strategies of evading or encourage them to try to time it perfectly for a parry, which in turn stuns the opponent.

- **Ultimate attack dynamics.** Energy accumulation leads to the execution of the ultimate attack, a high risk and high reward move that can drastically change the match outcome. Players can also attempt to counter the ultimate attack by executing a well-timed parry, introducing a strategic element to its usage.

4.3. Aesthetics

4.3.1 Visual Style

The visual tapestry of "Project Strike" is painted with a vibrant palette, drawing players into a world where each punch and kick is accentuated by combination of bold, hand-drawn animations and spine2D program. Characters boast unique designs that reflect their cultural origins, bringing a global flair to the roster. Environments are not just backdrops but storytelling canvases, illustrating the fighters' journeys with motifs resonating with their histories. Every arena, from the neon buzz of a Tokyo skyline to the solemn grandeur of an Egyptian temple, is crafted to be visually distinct and immersive.

4.3.2 Audio Design

The auditory landscape of "Project Strike" is meticulously composed to enrich the player's experience. Each environment features ambient sounds that echo the visual themes, from the subtle bustle of an urban arena to the whispers of the wind in a desert setting. Character motifs in music underscore the unique personalities of the fighters, enhancing their presence and story. The sound design is dynamic, with audio cues responding to the on-screen action, rising in intensity with the gameplay. This attention to auditory detail ensures that each punch, kick, and special move is felt just as intensely as it is seen, creating a harmonious blend of sight and sound that pulls players deeper into the world of "Project Strike".

4.3.3 Emotional Engagement

"Project Strike" aims to stir the player's emotions, layering the thrill of combat with a narrative depth. Characters are not mere fighters; they are avatars with rich backstories, inviting players to partake in their personal vendettas and triumphs. The visual cues—such as a furrowed brow of determination or a smirk of confidence—enrich the narrative, making each encounter more than a fight; it's a chapter in the character's

story. Coupled with climactic music that culminates with the battle's intensity, the game promises a gripping emotional journey.

4.4. Level Design

- **Stylized art with hand crafter elements.** Levels stylized visuals are achieved through AI. Hand-drawn adjustments add unique details, enriching the overall aesthetic appeal.
- **Background variation.** Backgrounds in singleplayer mode are connected to current level characters origin, reflecting unique themes, such as Asian-inspired landscapes or Egyptian deserts. In multiplayer matches, backgrounds are randomly assigned.
- **Layout and elements.** Each level comprises a visually captivating background complemented by a stable platform for combat.

4.5. User interface.

- **Main menu screen.**

4.5..1. Menu Layout. Clean and navigable interface with clearly defined sections – **Play** (which opens new selections singleplayer, multiplayer or practice), **options and settings**, and **credits**. Reflecting the game's art style, the main menu features stylized art style that capture the essence of the game. Intuitive navigation controls allow players to seamlessly transition between different sections.

- **Character selection menu.** A navigable grid in the middle of the screen with, displaying available characters, each with their unique artwork with indicators indicating which character is chosen. Based on the indicators position, chosen characters will appear on both sides of the grid.

- **Fight screen.**

4.5..1. Health bars positioned at the top of the screen with character portraits on the sides, which allow players to monitor each other's health.

4.5..2. Energy bars positioned just below health bars, which differ from the health bars by their size and color.

4.5..3. Round Timer positioned in between health bars.

4.5..4. Round indicator positioned below the energy bar, aligned towards the round timer, displays how many rounds each player has won.

4.6. Game modes

- **Campaign**

4.6..1. Narrative driven gameplay. Engage in a story driven campaign, where players create their character and compete against series of opponents from diverse backgrounds, to become the ultimate champion fighter.

4.6..2. Progression and unlockables. Progress through the tournament bracket, unlock accessories/clothes, special skills and experience cutscenes featuring mentor guidance, opponent introductions and backstory snippets.

4.6..3. Tutorial elements. Introduce players and newcomers to the genre of fighting, guiding them on how to execute combos effectively, implement strategic tactics and utilize special abilities.

- **Local multiplayer**

4.6..1. Shared screen experience. Engage in one-on-one battles against friends or family, offering a classic local multiplayer experience.

4.6..2. Character selection. Players can choose from unlocked characters, select their preferred stages and compete in exciting matches.

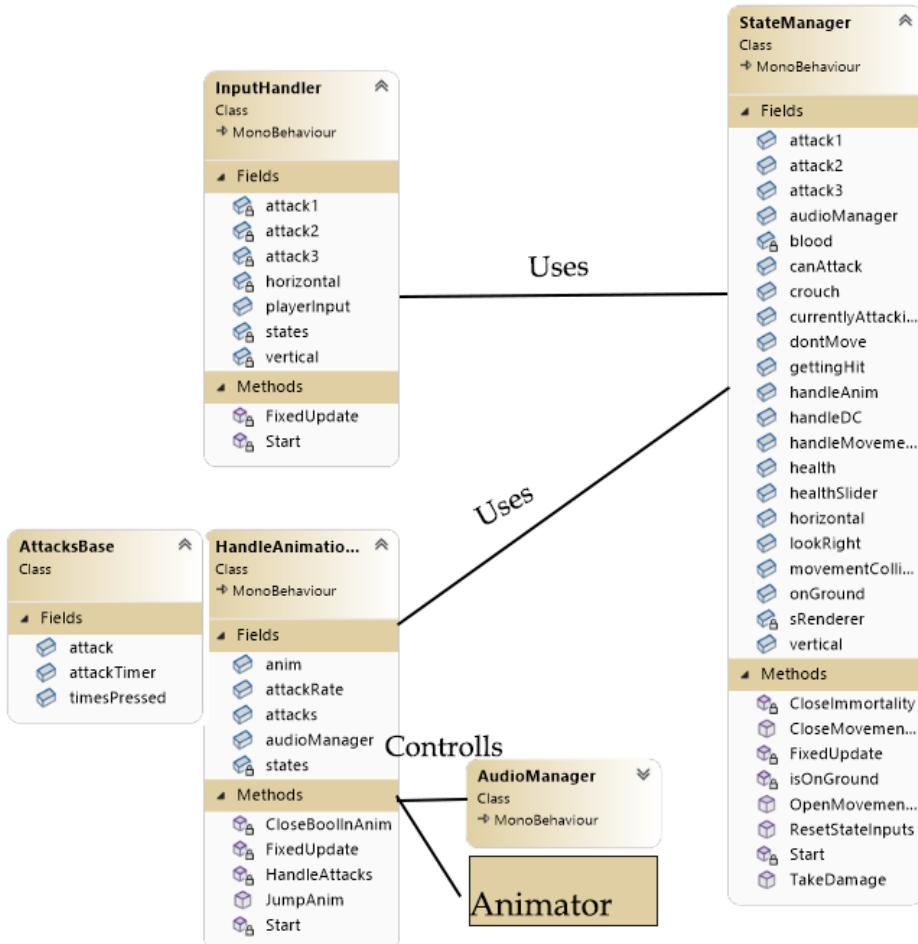
4.6..3. Customizable options. Access to match settings, such as health points, round duration and number of rounds needed in order to win the match.

- **Multiplayer**

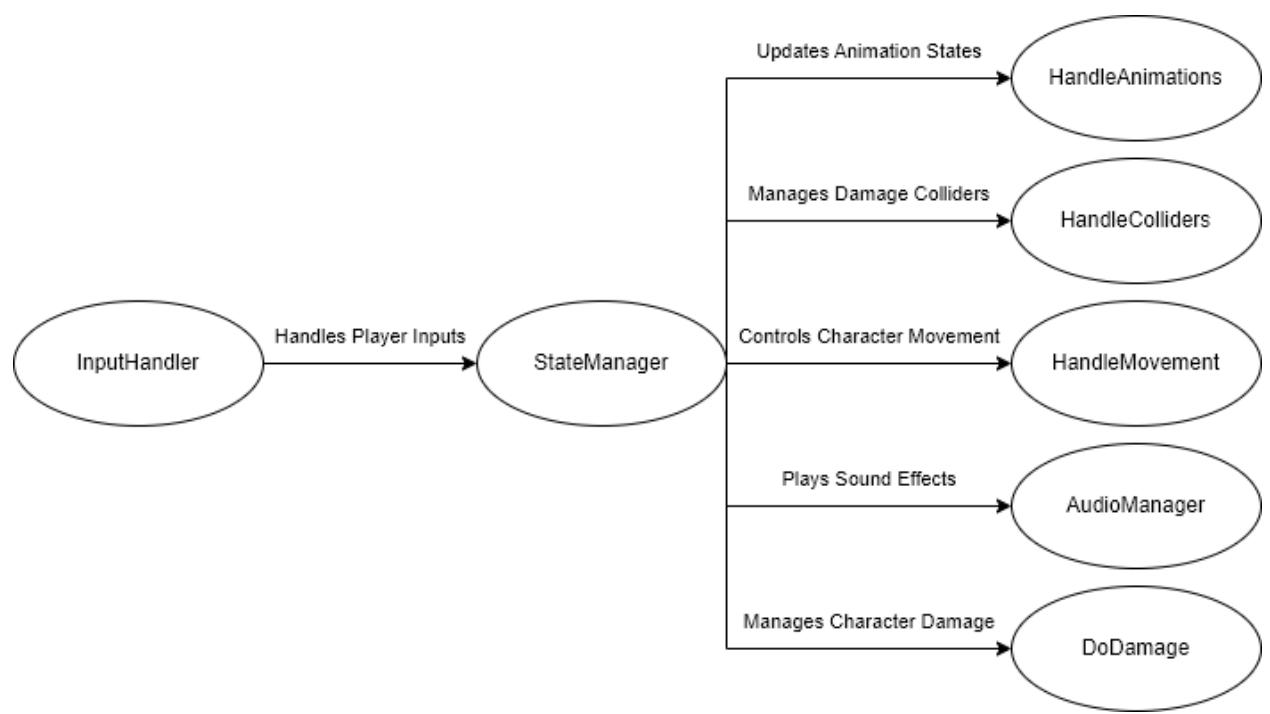
4.6..1. Multiplayer experience. Engage in one-on-one battles against players worldwide in online matchmaking.

4.6..2. Ranking system. Track players progress and skill level, offering a skill-based matchmaking.

4.7. Class Diagram



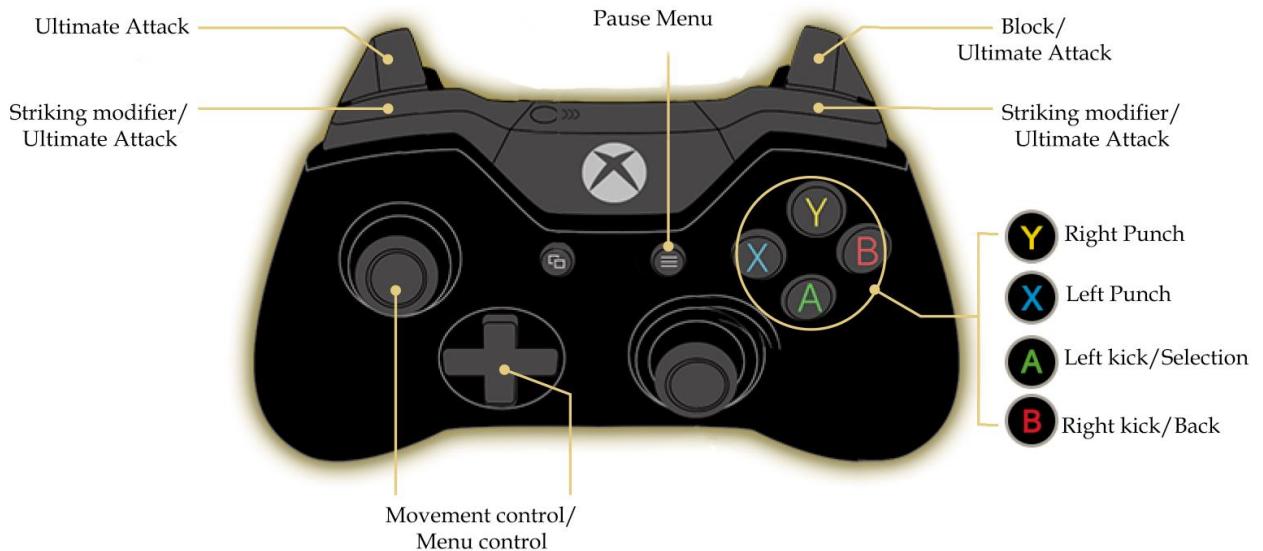
4.8. Game Manager Flowchart



4.9. Controls

Game will be mainly designed for playing with controllers (playstation or xbox controllers), but will also be playable on keyboard, with corresponding keys.

Controller layout control scheme:



Keyboard control scheme:

WASD – movement/menu controls **J** – left kick/selection

ESC – pause menu

K – right kick/back

U – right punch

Q, E – striking modifiers

I - left punch

Spacebar – block

5. Story and Lore

5.1. Background story and lore

In a world where martial arts are not just a form of combat but a way of life, the "Project Strike" tournament stands as the ultimate challenge. It is more than a competition; it's a global event that celebrates the art of fighting. Held once every four years, the tournament is a fusion of ancient traditions and modern spectacle, attracting viewers and enthusiasts from all corners of the world.

The story is set against the backdrop of a world where these tournaments have shaped history and culture. Nations take great pride in sending their best fighters to compete, and the event is a melting pot of styles, philosophies, and techniques. The arenas are located in various iconic locations around the world, each reflecting the rich heritage of martial arts.

You, the player, are thrust into this world unexpectedly. A twist of fate brings you to the tournament as a replacement fighter. Under the guidance of a seasoned mentor, you embark on a journey that is about more than just winning battles. It's about honor, respect, and the spirit of the warrior. Your mentor, a former champion of the tournament, imparts wisdom not just about fighting techniques but also about the philosophy and mental resilience required to succeed.

As you advance through the tournament, you encounter a series of fighters, each with their own unique backstory and motivation for competing. From a disciplined samurai who fights to uphold his family's honor to a street fighter seeking redemption, these characters bring depth and diversity to the narrative. Each battle is not just a test of skill, but a clash of ideals and stories.

The lore of "Project Strike" intertwines with real-world martial arts history and mythology, creating a rich tapestry that players can explore. The game weaves these elements into its narrative, offering players a chance to experience not just the thrill of combat, but the deeper stories and traditions that define the martial arts world.

Through this journey, the game explores themes of courage, perseverance, and the search for identity. "Project Strike" is a story about discovering one's potential and the transformative power of martial arts in shaping a person's destiny.

The legend of "Project Strike" dates back centuries, rooted in a clandestine gathering of the world's greatest fighters. Over time, it evolved from a secret tradition to a global phenomenon, broadcasted to millions. The tournament has become a stage where ancient martial arts are showcased alongside modern combat techniques, symbolizing a cross-generational dialogue of fighting styles.

Each tournament is not only a test of physical prowess but also of mental fortitude and spiritual discipline. It's where old rivalries are settled, new legends are forged, and the boundaries of human potential are tested. As fighters from diverse backgrounds clash, their stories intertwine, creating a narrative tapestry rich with emotional depth and cultural significance.

Your journey in the tournament is an underdog story. As a last-minute replacement, you start as an unknown entity but quickly gain recognition for your skill and heart. The mentorship from a seasoned veteran adds a layer of mentor-student dynamics, enriching your path to becoming a true warrior.

The tournament is more than a competition; it's a convergence of destinies. Each fight is a chapter in a larger story of triumph, tragedy, and human spirit. The arenas become places where history is written, where every punch and kick is laden with the weight of legacy.

As the tournament progresses, the story delves into the lives and motivations of the fighters you encounter. Their backgrounds range from disciplined martial artists dedicated to their craft to street-hardened brawlers seeking glory. Each character's journey adds a piece to the game's narrative puzzle, offering players a chance to experience a diverse array of personal stories and motivations.

In "Project Strike," every fight is a story, every fighter a storyteller. The lore of the game is a celebration of the rich heritage of martial arts, a tribute to the warriors who have shaped its history, and an invitation to players to become part of this legacy.

5.2. Characters And Their Roles

- **Max "The Hammer" Johnson (USA):** A former boxing champion turned street fighter, Max is known for his powerful punches and resilience. He fights to regain his lost glory and prove himself in the world of mixed martial arts.
- **Hikaru "Blade of Dawn" Takashi (Japan):** A samurai descendant, Hikaru blends traditional kendo techniques with modern martial arts. His motivation is to honor his family's legacy and demonstrate the art of the samurai.
- **Nadia "Desert Storm" Aziz (Egypt):** Trained in ancient Egyptian combat arts, Nadia's agility and quick strikes make her a formidable opponent. She fights to showcase the strength of her heritage and inspire young fighters.
- **Ivan "The Siberian Bear" Petrov (Russia):** An ex-military combatant, Ivan uses his wrestling background to overpower opponents. His role is to display the might of Siberian fighting techniques.
- **Luna "Queen of the Jungle" Garcia (Brazil):** A capoeira master, Luna combines dance and martial arts, using fluid movements to confuse and strike opponents. She represents the vibrant culture of Brazil and fights for environmental causes.

5.3. Main Plot

In the singleplayer campaign of "Project Strike," you step into the shoes of a novice fighter unexpectedly chosen to participate in the world's most prestigious fighting

tournament. Guided by a seasoned mentor, your journey takes you through intense battles against the world's best fighters, each with a unique story and fighting style.

The narrative unfolds as you progress through the tournament, facing opponents from various backgrounds, each presenting a new challenge and a piece of their own story. Your mentor provides insights and training, helping you understand not just the physical aspect of fighting, but the mental and emotional resilience required.

As you advance, you uncover a subplot involving a shadowy organization trying to manipulate the tournament for their nefarious purposes. Your mentor, with a mysterious past of his own, guides you through these revelations, intertwining your fate with the future of the tournament itself.

Your journey is not just about winning fights but about personal growth, understanding the true spirit of martial arts, and uncovering the secrets hidden within the tournament's legacy. The climax of the campaign leads to a confrontation with the mastermind behind the scheme, where you must use all the skills and knowledge you've gained to emerge victorious.

"Project Strike's" singleplayer campaign is a blend of high-octane combat, deep narrative, and character development, offering players an immersive experience in the world of professional fighting.

6. Characters

6.1. Max "The Hammer" Johnson (USA)

Max "The Hammer" Johnson hails from the heart of Brooklyn, New York. Growing up in a tough neighborhood, Max learned early that life was a series of fights, both in and out of the ring. A natural athlete with a powerful build, he found his calling in the gritty gyms where the sounds of gloves against bags were like music to his ears.

Rising quickly through the amateur ranks with his ferocious strength and an iron will, Max earned his nickname "The Hammer" for the way he pummeled his opponents into submission. However, his journey to the top was halted abruptly when a controversial fight left him on the wrong side of the sport's politics.

Now, Max fights not for titles but for redemption. The "Project Strike" tournament is his path to proving that a true fighter's spirit never wanes. With each opponent he faces, Max aims to demonstrate that the heart of a champion can overcome any obstacle.

Max's fighting style is as straightforward as his philosophy in life: keep moving forward, and never stop swinging. He combines traditional boxing techniques with street-smart resilience. His heavy blows can seem unrefined but are underpinned by a keen tactical mind that knows when to strike hardest.

In the world of "Project Strike," Max is a reminder of the raw, pure form of combat where determination and the will to stand up after being knocked down define a true fighter. His presence in the tournament brings not only a fearsome competitor but a story of loss, struggle, and unwavering hope.

Move list:

Basic Attacks:

- Left Jab (Quick Punch): Press X - A fast, leading punch designed to chip away at the opponent's defense.
- Right Straight (Power Punch): Press Y - A dominant hand strike that has more reach and power, useful for breaking through guards.
- Body Hook: Press A - A body-targeted punch that can bypass high guards and wear down the opponent's stamina.
- Uppercut: Press B - A powerful upward strike aimed at the chin, capable of causing a critical hit if timed perfectly.

Special Attacks:

- **Hook to the Body (Liver Shot):** LB + X - A targeted punch that can momentarily cripple the opponent if landed on the liver area.
- **Swing for the Fences (Haymaker):** RB + Y - An all-or-nothing punch that can turn the tide of the battle with its massive power.
- **Quick Slip Counter:** RB (while guarding) + X - A swift counter-attack that follows a successful block, striking back with a quick jab.
- **Power Uppercut:** LB + B - A devastating uppercut that launches the opponent, setting them up for juggling or follow-up attacks.
- **Corkscrew Punch:** RB + X - An unorthodox punch that has an extended reach and can bypass some defenses.
- **Guard Breaker:** LB + Y - A powerful straight punch that can break through an opponent's guard if they've been blocking too frequently.

Defensive Moves:

- **High Guard:** Hold RT - Max raises his gloves to protect his head and upper body from incoming attacks.
- **Low Guard:** Hold RT + LB - Max lowers his guard to protect against body shots and low attacks.
- **Bob and Weave:** LS + LB in any direction - A quick evasion technique that allows Max to dodge and create opportunities for counters.

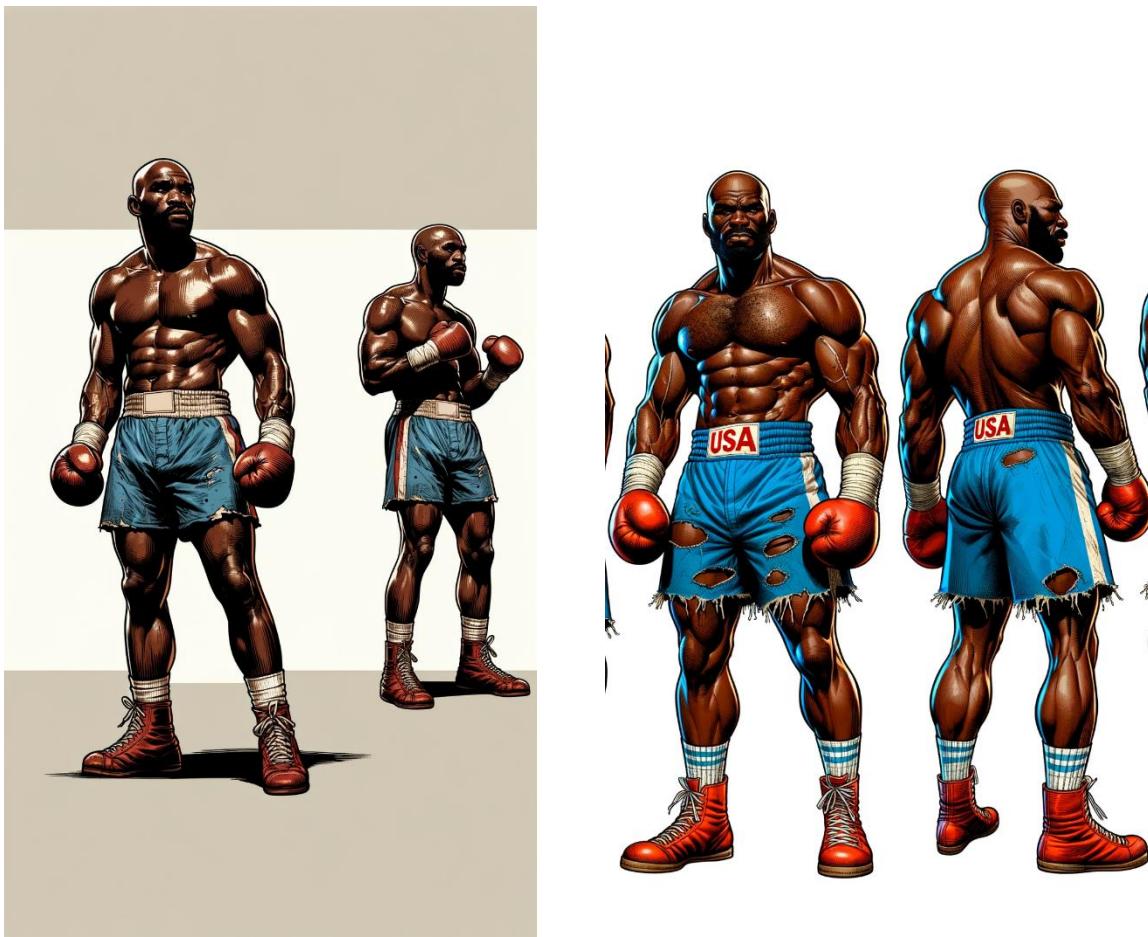
Ultimate Ability:

- **Champion's Fury:** LT + LB + RT + RB (when the energy bar is full) - A relentless flurry of Max's most powerful punches, each capable of breaking the opponent's guard or landing critical hits.

These controls and moves are designed to make Max "The Hammer" Johnson a character that rewards strategic play, timing, and the use of classic boxing techniques within the "Project Strike" universe. These special attacks emphasize Max's boxing skills, focusing on

punches and counters rather than kicks, fitting his background as a boxer. They offer a blend of offensive and defensive tactics, allowing players to adapt to their opponent's style and find opportunities to unleash Max's full potential in the fight.

Concept Art:



6.2. Hiroshi "Silent Storm" Yamamoto (Japan)

Hiroshi Yamamoto, known in the fighting world as the "Silent Storm," embodies the serene yet formidable spirit of the Shaolin monk in the modern age. Born in a small village near Kyoto, Hiroshi's journey began with a deep connection to nature and the spiritual world, nurtured by

his humble farming parents. At eight, he was taken to a secluded Shaolin temple in the mountains, where he underwent rigorous training in martial arts and meditation.

Hiroshi's mastery of the Silent Storm technique—a blend of fluid, dance-like movements and precise strikes—sets him apart. Despite his formidable skills, he carries himself with a calm humility and deep respect for the Shaolin philosophy of balance and inner peace. His presence in the "Project Strike" tournament is driven not by personal glory, but by a commitment to demonstrate the relevance of Shaolin principles in contemporary combat.

As the "Silent Storm," Hiroshi stands as a guardian of tradition, his every move echoing centuries of warrior philosophy. Yet, he is not a relic of the past; Hiroshi has adapted ancient techniques to the demands of the modern battlefield, making him a formidable and respected figure in the tournament.

In battle, Hiroshi's movements are a dance of deadly beauty, his naganata an extension of his will. He wields it not only as a weapon but as a tool of expression, each strike and parry a word in the story he writes with his actions. His role in "Project Strike" goes beyond that of a competitor; he is a teacher, a living link to a storied past, and a guide to those who seek to learn the true essence of martial arts.

Move list:

Basic Attacks:

- **Left Jab (Quick Punch):** Press X - A swift, precise punch aimed to test the opponent's defenses.
- **Right Straight (Power Punch):** Press Y - A stronger punch with a longer reach, used to penetrate guards and create openings.
- **Body Blow:** Press A - A quick strike to the midsection, disrupting the opponent's stance and balance.
- **Rising Palm:** Press B - A palm strike directed upward, targeting the opponent's chin or chest.

Special Attacks:

- **Silent Slash (Quick Draw):** LB + X - A rapid unsheathing strike that can catch an opponent off-guard with its speed.
- **Zen Cut (Diagonal Slash):** RB + Y - A powerful diagonal slash designed to break through defenses and deal significant damage.
- **Whirlwind Counter:** RB (while guarding) + X - A counter-attack that delivers a swift retaliatory strike.
- **Dragon Thrust:** LB + B - A straight naganata thrust aimed at the opponent's body, quick and difficult to defend against.

- **Serene Strike (Sudden Draw):** RB + X - An unexpected draw-and-slash attack, aimed to exploit openings in the opponent's guard.
- **Monk's Precision (Focused Cut):** LB + Y - A focused slash that targets a precise point on the opponent's body.

Defensive Moves:

- **Monk Guard:** Hold RT - Hiroshi assumes a traditional defensive stance, ready to deflect high attacks.
- **Low Stance:** Hold RT + LB - Hiroshi lowers his stance, preparing to parry low strikes and body blows.
- **Sidestep:** LS + LB in any direction - A quick lateral move to evade and position for counterattacks.

Ultimate Ability:

- **Silent Storm:** LT + LB + RT + RB (when the energy bar is full) - Hiroshi unleashes his warrior spirit in a series of precise and deadly naganata strikes, each one flowing seamlessly into the next, culminating in a final devastating blow that embodies the essence of Shaolin martial arts.

Concept Art



6.3. Nadia "Desert Storm" Aziz (Egypt)

Nadia Aziz, also known as "Desert Storm," is a descendant of a line of warriors that trace back to the time of pharaohs. She was raised in the vast deserts of Egypt, learning to navigate the ever-shifting sands and drawing upon the ancient fighting techniques of her ancestors. Her fighting style is a blend of the traditional martial arts of Egypt and her own unique adaptations, forged in the harsh desert environment.

Nadia is an enigma, her face often shrouded by the hood of her cloak, with only her eyes revealing the intensity of her spirit. She moves with the grace and stealth of a desert wind, and her attacks carry the force of a sandstorm.

In the "Project Strike" tournament, Nadia's role is that of a silent avenger. Her homeland's rich history fuels her every move, and she wields her khopesh not just as a

weapon, but as a symbol of her heritage. Her presence in the tournament is a reminder of the power and mystery of ancient Egypt, and her fighting spirit is as enduring as the pyramids that stand sentinel over her homeland's past.

Nadia enters the fray not for personal glory, but to demonstrate the might of her culture and to challenge the world's perception of strength. Her journey is one of discovery, as she seeks to unravel the secrets of her lineage and to prove that the ancient ways of combat are still relevant in the modern world.

Move List:

Basic Attacks:

- **Palm Strike (Quick Hit):** Press X - A swift, open-hand strike designed to surprise the opponent and disrupt their rhythm.
- **Spinning Back Fist (Power Hit):** Press Y - A powerful turn of the body adds momentum to this back fist, aimed to strike hard against the opponent.
- **Sweep Kick:** Press A - A low, sweeping move aimed at taking the opponent off their feet.
- **Elbow Jab:** Press B - A close-range, quick elbow strike directed towards the opponent's face or chest.

Special Attacks:

- **Khopesh Slash:** LB + X - A fluid, sweeping arc with the khopesh, effective at mid-range to keep opponents at bay.
- **Desert's Edge:** RB + Y - A precise, lethal cut aimed at vital points, maximizing the khopesh's curved blade.
- **Sandstorm Fury:** RB (while guarding) + X - A counter-attack that mimics the suddenness of a desert storm, delivering a quick slash with the khopesh following a successful block.
- **Ancestral Sweep:** LB + B - A low, wide swing with the khopesh aimed at tripping the opponent and setting them up for a follow-up attack.
- **Pharaoh's Judgment:** RB + A - An overhead strike that summons the might of the pharaohs, designed to break through defenses and deal significant damage.

Defensive Moves:

- **Sand Veil:** Hold RT - Nadia uses her cloak to obscure her movements, creating a defensive veil that can misdirect and confuse opponents.
- **Desert Shift:** LS + LB in any direction - A quick, evasive maneuver that utilizes her agility to slip away from attacks, akin to a mirage shifting in the desert heat.

Ultimate Ability:

- **Wrath of the Nile:** LT + LB + RT + RB Nadia channels the storied power of the Nile, unleashing a series of fast, flowing attacks with her khopesh, each strike more deadly than the last, reflecting the life-giving and taking power of the great river.

Nadia's move set is designed to showcase her agility and the deadly precision of her khopesh. Her fighting style combines the fluidity of traditional Egyptian combat with the unpredictability of the desert winds.

Concept Art



6.4. Ivan "The Siberian Bear" Petrov (Russia)

Ivan Petrov, known in the fighting circles as "The Siberian Bear," is a behemoth from the wintry expanses of Siberia. His physique, hardened by the relentless cold and his survivalist upbringing, stands as a testament to the enduring spirit of the Russian wilds. With piercing blue eyes, a rugged blonde mustache, and a demeanor as cold as the Siberian tundra, Ivan is the epitome of his homeland's fierce nature.

From childhood, Ivan's closest ally has been Misha, a bear he raised from a cub after finding it orphaned in the taiga. Their bond is legendary, a true friendship that blurs the line between man and beast. Ivan and Misha grew up together, wrestling in the snow, hunting for food, and surviving the harshest conditions imaginable. Through Misha, Ivan learned the ways of the bear, adopting its brute force and primal instincts into his own fighting style.

In combat, Ivan is a force to be reckoned with. His moves are an amalgamation of traditional wrestling and sambo techniques, enhanced by the raw power of a wild animal. Each punch and grapple echoes the ferocity of a Siberian winter storm. Ivan's presence in the "Project Strike" tournament is not fueled by desire for fame but by a profound need to test his might against the best fighters in the world, to show that the old ways of the Siberian wilderness still reign supreme.

His ultimate ability to call upon Misha during a fight is more than a tactical maneuver; it's a display of the deep connection between man and nature, a bond that transcends the confines of the ring. When Misha appears, it is a spectacle that captures the hearts of the audience and instills fear in Ivan's adversaries.

Ivan Petrov steps into the "Project Strike" arena with the weight of Siberia's legacy on his shoulders, his every move a tribute to the land that forged him and the companion that has never left his side. As "The Siberian Bear," Ivan is not just a fighter; he is the wild incarnate, a living legend whose story is as profound as the wilderness from which he hails.

Move List:

Basic Attacks:

- **Siberian Jab:** Press X - A quick, piercing jab, deceiving in its simplicity yet effective at close range.
- **Bear Claw Strike:** Press Y - A heavy, sweeping motion mimicking the swipe of a bear's paw, capable of knocking back an opponent.
- **Grizzly Hook:** Press A - A powerful body hook that can double an opponent over with its force.
- **Polar Uppercut:** Press B - An uppercut with the full might of a polar bear, capable of sending opponents airborne.

Special Attacks:

- **Tundra Toss:** LB + X - A grappling move where Ivan uses his wrestling background to throw his opponent across the ring.
- **Frostbite Slam:** RB + Y - Ivan channels the cold of Siberia into a chilling slam that can stun opponents.
- **Blizzard Spin:** RB (while guarding) + X - A counter-attack that uses a spinning motion to deflect and strike back simultaneously.
- **Icebreaker:** LB + B - A crushing downward strike that can break through even the sturdiest guard.

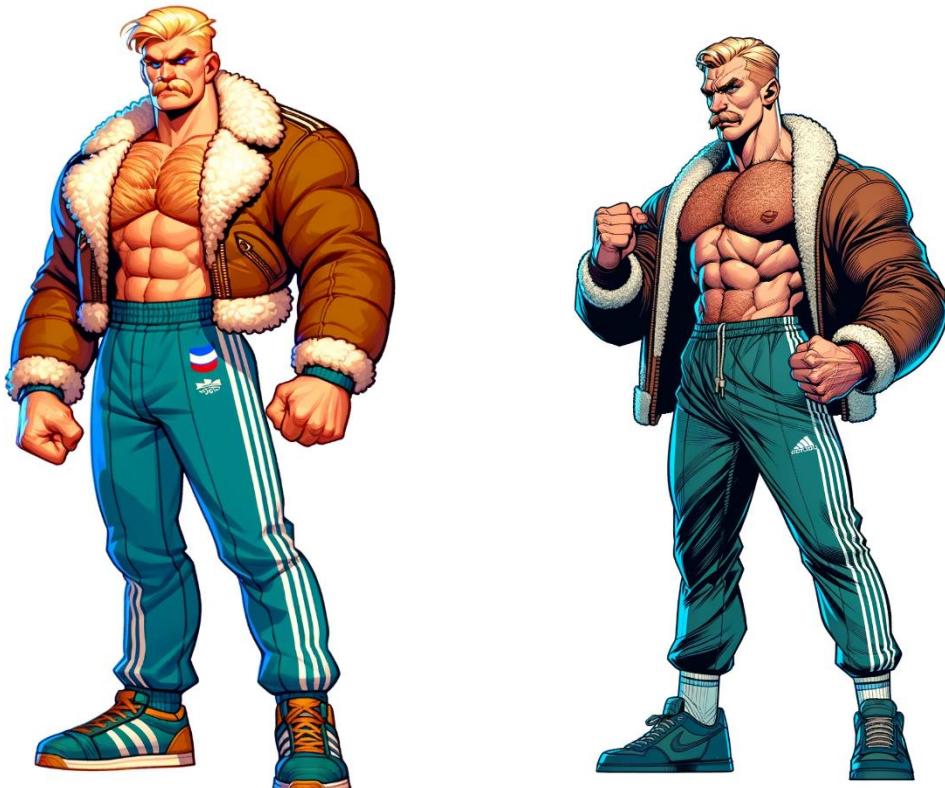
Defensive Moves:

- **Siberian Guard:** Hold RT - Ivan assumes a defensive stance as immovable as a Siberian oak.
- **Glacial Shift:** LS + LB in any direction - A strategic repositioning that uses Ivan's surprising agility to evade attacks.

Ultimate Ability:

- **Misha's Wrath:** LT + LB + RT + RB (when the energy bar is full) - Ivan lets out a thunderous call to Misha. Responding to his old friends call, Misha briefly appears on the battlefield, charging at the opponent with a fearsome bear attack that overwhelms any defense and deals massive damage.

Concept Art



6.5. Luna "Queen of the Jungle" Garcia (Brazil)

Luna Garcia, known as "Queen of the Jungle," is a masterful capoeira fighter whose life is a tale of two worlds. Her early years were spent in the lush rainforests of Brazil, where she learned to move with the rhythm of the wild, her every motion in harmony with the sounds of nature. It was there that she formed a mystical bond with a tiger, embodying the spirit animal's ferocity and grace.

As Luna grew, her journey took her to the favelas, where the dance of capoeira was not just an art form but a language of survival. The vibrant beats of the city became the soundtrack to her life, and the streets became her arena. Luna's fighting style is a mesmerizing blend of traditional capoeira, infused with the untamed power of the jungle that still beats within her heart.

Her attire, vibrant with the colors of the Brazilian flag, is a declaration of her heritage and her pride. Her dreads sway with each acrobatic move, a symbol of her free spirit. Yet, beneath her physical prowess lies a deep connection to the earth and its creatures, a bond that gives her an almost supernatural intuition in battle.

In "Project Strike," Luna is a force of nature personified. Her capoeira is more than a martial art; it's an expression of life itself. Her ultimate ability to call forth the spirit of her tiger companion is a spectacle that captivates all who witness it, as the majestic beast joins her in a dance of destruction.

Luna's presence in the tournament is a testament to the enduring spirit of Brazil and its people—a fusion of beauty, strength, and resilience. Her fights are a display of fluidity and rhythm, each kick and spin a brushstroke in the vibrant canvas of her story. As the "Queen of the Jungle," Luna Garcia is not just a fighter; she is an embodiment of the soul of Brazil.

Move list:

Basic Attacks:

- **Palm Strike:** Press X - A quick hand strike used to create distance or deflect incoming attacks.
- **Elbow Jab:** Press Y - A sharp, close-range attack to disrupt the opponent's flow.
- **Ginga Kick:** Press A - A fundamental Capoeira kick, swinging low to the ground, used to unbalance the opponent.
- **Martelo:** Press B - A powerful, circular high kick aimed at the head or upper body of the opponent.

Special Attacks:

- **Meia Lua de Compasso:** LB + X - A sweeping round kick that covers a wide arc, capable of knocking an opponent off their feet.
- **Queixada:** RB + Y - A quick, snapping kick that strikes from the outside in, difficult to predict and block.
- **Armada:** RB + A - A spinning kick that utilizes full body rotation to generate power, hitting the opponent with the momentum of the turn.
- **Benção:** LB + B - A strong, straight kick driven by the back leg, designed to push back or knock down the opponent.

Defensive Moves:

- **Esquiva:** Hold RT A Capoeira evasion technique where Luna lowers her body and moves to the side, dodging attacks with fluidity.
- **Au:** LS + LB in any direction - An acrobatic cartwheel that allows Luna to evade attacks and reposition herself strategically.

Ultimate Ability:

- **Spirit of the Tiger:** LT + LB + RT + RB (when the energy bar is full) - Luna channels the energy of her spirit animal, delivering a series of fast, sweeping Capoeira kicks. As she reaches the peak of her flurry, she calls upon the spirit of her tiger, which manifests to deliver a final, stunning blow in unison with her last kick.
Luna's move set is a tribute to the Capoeira art form, emphasizing agility, grace, and the power of kicks over punches. Her fighting style is a dance, a flowing expression of her dual heritage from the jungles and the favelas. Her ultimate ability reflects her deep

connection with the jungle's majesty, bridging the physical and spiritual worlds in her quest for victory.

Concept Art



7. Art and Assets

"Project Strike" stands out not only for its robust gameplay mechanics but also for its striking visual appeal and fluid animations, which are crucial in delivering a captivating experience to players. The game's art and assets are meticulously crafted, utilizing a combination of cutting-edge AI image generation and traditional drawing and image editing techniques. This hybrid approach ensures that each character, user interface element, and level in "Project Strike" feels unique, vibrant, and alive.

The character designs are the cornerstone of the game's aesthetic. Each fighter is created with a distinct visual identity that reflects their background and fighting style, from the precise lines and regal colors that define Hikaru "Blade of Dawn" Takashi, to the dynamic and free-flowing form of Luna "Queen of the Jungle" Garcia. The AI image generator serves as a starting point, providing a base from which concepts can be refined and enhanced, adding hand-drawn details that bring out each personality's nuances and stories.

For the user interface, clarity and functionality are paramount. The AI assists in generating a variety of design elements, which will then be worked on to ensure that information is presented to the player in an intuitive and aesthetically pleasing manner. The UI design integrates traditional visual cues from the fighting game genre with innovative layouts that reflect the modernity of "Project Strike."

Animation brings this world to life, and for this, "Project Strike" employs Spine2D, a powerful program designed to animate 2D characters and effects in a more fluid and realistic way. Spine2D allows for intricate skeletal animations, where each movement is a combination of art and mathematics, giving characters a fluidity that mimics the human body's natural movements. The program's mesh deformation feature enables our designers to create more expressive and impactful animations, from the subtle bounce of hair to the impactful recoil of a well-delivered punch.

The collaboration between AI and human artistry in "Project Strike" ensures a diverse and rich visual experience. Every asset, from the grit on the streets to the sheen on a fighter's glove, is a brushstroke in the game's broad visual landscape. This meticulous attention to detail in art and assets aims to immerse players in every aspect of the game, from the tension in the ring to the triumph of victory, all rendered in a style that is both timeless and contemporary.

8. Levels and Environments.

In "Project Strike," the levels and environments play a pivotal role, not just as the settings for the battles, but as living, breathing entities that contribute to the game's narrative and overall atmosphere. Each environment is meticulously crafted to reflect the diverse backgrounds of the fighters and the global scope of the tournament. The game's stages range from urban landscapes to natural arenas, each with its unique aesthetic and feel, enhanced by dynamic weather effects like rain and snow, adding another layer of immersion.

The stages are designed to be more than mere visual backdrops; they are integral to the storytelling of "Project Strike." For instance, a fight taking place in the snowy streets of Siberia not only resonates with Ivan "The Siberian Bear" Petrov's background but also influences the fight dynamics. The snowfall can affect visibility and the fighters' movements, introducing an element of unpredictability to the matches. Similarly, a bout in the favelas of Brazil under a torrential downpour creates a visceral atmosphere, where the sound of raindrops blends with the rhythm of the fight, adding to Luna "Queen of the Jungle" Garcia's narrative.

The design of each level considers both aesthetic appeal and functional gameplay. The stages are spacious enough to allow for a full range of movement, essential for a game that emphasizes agility and tactical positioning. The environmental elements, from the layout of the streets to the positioning of obstacles, are carefully planned to offer strategic advantages and challenges for the fighters.

The inclusion of dynamic weather conditions serves to enhance the visual appeal and the emotional impact of each fight. A match might start under the clear skies of an Egyptian desert, only for a sandstorm to gradually roll in, changing the tactics as visibility decreases. Or a late evening fight in Japan might see the serene beauty of cherry blossoms, adding a poetic contrast to the intensity of the combat.

To create these immersive environments, "Project Strike" employs advanced rendering techniques and environmental animations that bring each location to life. The attention to detail is meticulous, from the reflection of neon signs on wet streets to the way snow settles on the fighters' clothing. This level of detail is not just for aesthetics; it plays a role in creating a fully immersive experience that transports players into the heart of the battle.

In total, the levels and environments of "Project Strike" are a testament to the game's commitment to providing an immersive, dynamic, and visually stunning experience. Each stage tells a story, setting the tone for the battles and enhancing the overall gameplay experience.

Concept Art

Brooklyn, USA (Max's Level)





Japan (Hikaru's Level)





Egypt (Nadia's Level)





Brazil (Luna's Level)





Siberia, Russia (Ivan's Level)





9. User Interface and User Experience

The User Interface (UI) and User Experience (UX) in "Project Strike" are crafted with the utmost attention to detail, aiming to create an intuitive, immersive, and visually appealing experience for players. The game's UI is the bridge between the player and the virtual world of the tournament, designed to be both functional and aesthetically pleasing, enhancing the overall gameplay experience.

Intuitive User Interface:

The UI of "Project Strike" is engineered to be clean, clear, and easily navigable. Key information such as health bars, energy meters, and round timers are prominently displayed, ensuring that players have all the critical data at a glance without distracting from the action. The game menus are streamlined and intuitive, allowing players to navigate through options with ease, whether they are selecting characters, customizing their fighters, or accessing different game modes.

Customization and Accessibility:

Recognizing the diversity of its player base, "Project Strike" offers a range of customization options for the UI. Players can adjust the size, position, and transparency of on-screen elements to suit their preferences and needs. Accessibility features such as colorblind modes and scalable text ensure that the game is inclusive and enjoyable for all players.

Visual Harmony and Thematic Design:

The UI design harmonizes with the game's overall visual theme. The artistic elements reflect the vibrant and diverse nature of the game's character roster and levels. The color palette is carefully chosen to complement the game's graphics, with each UI element featuring a design that resonates with the cultural and aesthetic aspects of "Project Strike."

Dynamic Feedback and Real-Time Updates:

The UI is dynamic, providing real-time feedback to players. During combat, the health bars react to hits, and the energy meter fills in a visually satisfying manner, giving players immediate and clear feedback on their actions. Special indicators and visual cues are employed to alert players about critical game moments, such as low health warnings or the availability of ultimate abilities.

Enhanced UX through Animations and Transitions:

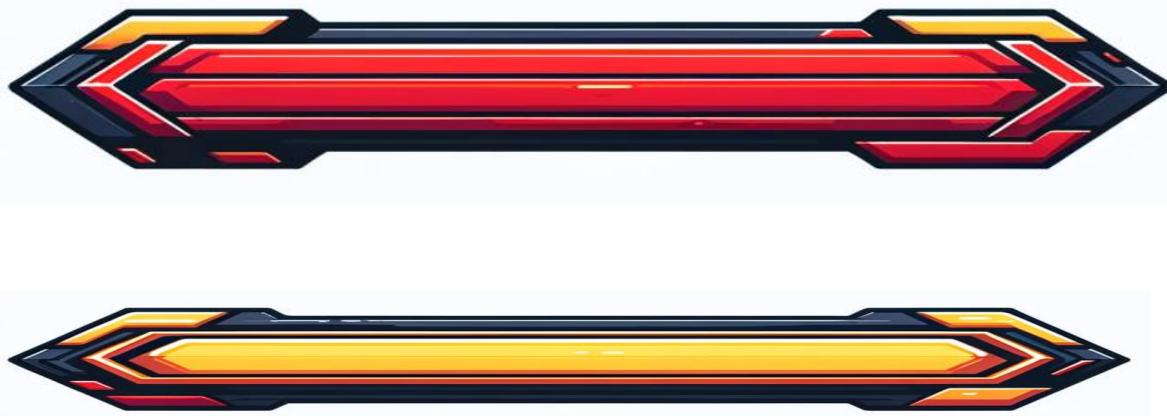
Animations and transitions within the UI contribute to a seamless and engaging player experience. From the fluidity of menu transitions to the animated character introductions, every aspect of the UX is designed to be engaging. These animations add a layer of polish to the game, making every interaction feel smooth and responsive.

Integration of the Combo System:

- **On-Screen Combo Counter:** Displays and dynamically updates the number of successive hits, located near the health bar for quick reference.
- **Dynamic Visual Feedback:** The counter visually changes as combos increase, with higher combos triggering more striking effects.
- **Energy Bar Interaction:** Shows how successful combos impact the energy bar, with longer combos filling the bar more rapidly.
- **Combo Interruption Indicators:** Provide immediate feedback when a combo is broken, signaling players to adapt their strategy.
- **Tutorial and Guidance:** Includes tips and a dedicated tutorial section explaining the combo system to new players.
- **Accessibility Features:** Offers adjustments to the combo counter for visibility and comfort, ensuring accessibility for all players.

This comprehensive UI and UX design ensures that "Project Strike" is not just a game with functional components, but an experience where every aspect, from the combo system to the menu layout, is crafted to enhance player engagement and satisfaction. The thoughtful integration of these elements reflects the game's dedication to its players, ensuring that each moment spent in "Project Strike" is both enjoyable and memorable.

Concept art for health bar and energy bar



10. Audio Design

In "Project Strike," the audio design plays a crucial role in creating an immersive and emotionally engaging experience for players. The game's soundscape is meticulously crafted to complement the visuals and gameplay, providing an atmospheric and dynamic audio experience that varies with the environment, character, and intensity of the fight.

Environmental Audio

Each level in "Project Strike" has a unique audio environment, tailored to its setting. The bustling streets of a Brazilian favela feature rhythmic samba beats and the distant chatter of the crowd, while a Siberian landscape is filled with the howling wind and the crunch of snow underfoot. These environmental sounds provide a sense of place and enhance the immersion, making players feel like they are truly part of the world.

Character-Specific Themes

The game features character-specific audio themes that reflect their backgrounds and personalities. For example, Luna "Queen of the Jungle" Garcia's theme incorporates elements of traditional Brazilian music mixed with jungle sounds, capturing her vibrant and wild spirit. Similarly, Ivan "The Siberian Bear" Petrov's theme might include deep, resonant tones and the echoes of a Russian balalaika, evoking the vastness and harshness of Siberia.

Dynamic Fight Sounds

Combat sounds in "Project Strike" are dynamic and responsive. The audio design takes into account the intensity of the fight, with the soundscape becoming more intense as the battle progresses. The impact of punches, the swish of a katana, and the thud of a body hitting the ground are all carefully designed to be satisfying and impactful. As fighters execute combos or special moves, the sound effects become more pronounced, adding to the excitement of the gameplay.

Adaptive Music System

The game employs an adaptive music system that changes based on the flow of the battle. As a fight heats up, the music's tempo and intensity increase, heightening the sense of urgency and excitement. This system ensures that the audio always matches the pace of the action, providing an exhilarating backdrop to the combat.

Ambient and Mood Setting

Ambient sounds play a significant role in setting the mood for each level. From the gentle rustle of leaves in a Japanese garden to the distant roar of a crowd in an urban arena, these sounds add depth to the game's environments, making them feel alive and real.

Voice Acting and Character Interactions

Voice acting is another critical component of the game's audio design. Each character has a distinct voice that reflects their personality and background, adding another layer of depth to their portrayal. The game also features interactions between characters before and after fights, with dialogue that reveals their motivations, rivalries, and stories.

Audio design of "Project Strike" is an integral part of the game's identity, it not only supports the visuals and mechanics but also enhances the overall player experience, making every moment in the game resonant and memorable.

11. Development Roadmap

January 1st – 14th

- Implement the main UI for fighting mode.
- Implement first level
- Start implementing basic fighting mechanics

January 15th – 28th

- Complete the characters, and basic poses for mechanics.
- Implement second level
- Finish implementing basic mechanics.
- Formation of initial storyline and player objectives.

January 29st – February 11th

- Create animations for the basic mechanics (idle, moving, jumping, crouching, 4 basic attacks, blocking)
- Implement third level
- Build a prototype

February 12th – February 25nd

- Implement combo system mechanics.
- Implement blocking bar mechanics.
- Implement fourth and fifth levels.
- Start Animating (Transitions, basic attacks, idle, blocking)
- Concepts for character creation.

February 26th – March 10th

- Start working on special moves and ultimate attacks mechanics.
- Start working on animations for special moves and ultimate attacks.
- Create Main and Character Selection menus.

March 11th - March 24th

- Finish animations for special moves and ultimate attacks.
- Implement special moves and ultimate attacks mechanics.

- Creation of mentor art concept.

March 24th – April 7th

- Creation of backgrounds for campaign cutscenes.
- Cutscene creation.
- Finalize UI.

April 8th – April 21st

- Finalize on singleplayer mode.
- Start working on multiplayer mode.
- Start working on audio design.

April 22nd – May 5th

- Playtesting, bug fixing, optimization.
- Finalize with multiplayer mode.
- Finalize with audio design.
- Create final posters for the game.

May 6th – Final presentation

- Final changes, fixes
- Build the final version.