

ATK/DEF

A Simple Fighting Game



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This game is meant to be a very simple to play fighting game that has not-so-simple mechanics. Such mechanics will range via different classes of characters, all having different advantages and disadvantages affecting how they are played, yet all are only allowed 4 actions to choose from. This game will be very small, yet enjoyable and addictive, so it could easily be sold at a low pricing and still make a profit overall, similar to Brawlhalla.

Overview

The simplicity of ATK/DEF comes from how every character only has 4 actions they can take. Making light attacks, heavy attacks, a special attack, and their block/evasion (DEF). One will always be able to make light attacks and to defend themselves, but the other two actions will take time to charge once used. These 4 actions will work very similarly to each other across characters, making them all easy to remember. However, their uses will be different across characters.

This is a fighting game that will introduce some Role Playing Game (RPG) mechanics such as armor/reduced damage, varying status effects, damage over time, healing, stuns, etc. These mechanics and their usefulness will vary depending on the class of character chosen. It is rare to see a fighting-based game involving such mechanics because it’s usually difficult to balance their effect on how the game is played. Also, with the quick nature of fighting games, such a thing could counteract the usually flow and pacing. However, I seek to balance the different classes of characters in ways that keep a fast pace. Even if more time is spent playing, the mechanics should always keep a player engaged.