

Mini Assailants

Game Description Document



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1 Introduction

Mini Assailants is an exciting 2D beat 'em up game that pays homage to the classic beat 'em up titles of the past while injecting its own unique charm. Drawing inspiration from beloved classics like Little Fighter 2 and Hero Fighter, Mini Assailants offers a thrilling gameplay experience that combines fast-paced action, engaging combat mechanics, and a touch of nostalgia.

As for **game objectives**, you'll embark on a thrilling journey through three progressively challenging levels. Each level pits you against waves of unique enemies, culminating in a high-stakes showdown with a formidable boss character. As you advance, the difficulty ramps up, demanding you to master martial arts skills, execute powerful combos, and emerge victorious.



Figure 1 Screenshot from Mini Assailants

1.1 Reference Games

A bit about the games that inspired Mini Assailants

One of my earliest gaming memories takes me back to the days of classic beat 'em ups, particularly the popular indie titles like Little Fighter 2 and Hero Fighter, that was developed by Marti Wong (Lf2 & HF) and Starsky Wong (Lf2) which I thoroughly enjoyed. These games filled my hours with intense brawls and epic showdowns. In crafting Mini Assailants, I'm on a mission to recreate that same

sense of nostalgia and excitement. The game will feature snappy and responsive controls, an intuitive and engaging gameplay experience, and a charmingly pixelated art style.



Figure 2 Reference games for Mini Assailants. Left: Little Fighter 2, Right: Hero Fighter X

2 Description

Mini Assailants is a 2D Beat 'em up fighting game where you fight a series of enemies and fight a boss at the end of each stage.

2.1 Genre

Mini Assailants embraces the beat 'em up / fighting game genre, immersing players in a 2D realm filled with dynamic hand-to-hand combat and intense action. Within this genre, players take command of a formidable character, navigating through levels and engaging in fierce battles against waves of adversaries. Each level culminates in a challenging boss encounter, offering a satisfying progression curve. The core objective revolves around defeating opponents and advancing through stages, while featuring an array of martial arts moves and combos to keep the combat engaging.

Visually, the game pays tribute to classic beat 'em up titles through its pixel art style, evoking a sense of nostalgia. It captures the quintessence of the genre by delivering fast-paced battles, a gradually intensifying difficulty curve, and retro-inspired visuals. It offers players an immersive and authentic

gaming experience that harkens back to the golden era of beat 'em up classics.



Figure 3 Combat Mechanics Of The Game.

2.2 Target Audience

The target audience for Mini Assailants comprises a diverse range of gamers, including individuals aged **12 and above** who appreciate nostalgic pixelated fighting games. While the game is designed to be accessible and enjoyable for players of various ages, it particularly caters to those who revel in the thrill of classic beat 'em up titles and have a penchant for button-mashing action. Mini Assailants aims to capture the hearts of both younger and older players, delivering a satisfying blend of retro-inspired visuals, engaging combat mechanics, and challenging gameplay that resonates with fans of the beat 'em up genre.



Figure 4 Target Audience of Mini Assailants

2.3 Gameplay Objective

The primary objective in Mini Assailants is to advance through each level by successfully defeating all adversaries using the versatile combat mechanics at the player character's disposal. These mechanics include basic light and heavy attacks, along with special moves that require 'energy' to execute. To enhance gameplay, health and energy portions may be acquired by defeating enemies, allowing players to strategize and manage their resources effectively.

As players progress, they will face increasingly challenging waves of foes, each level culminating in a formidable boss encounter. The ultimate objective is to conquer all levels, mastering combat techniques and defeating powerful bosses.

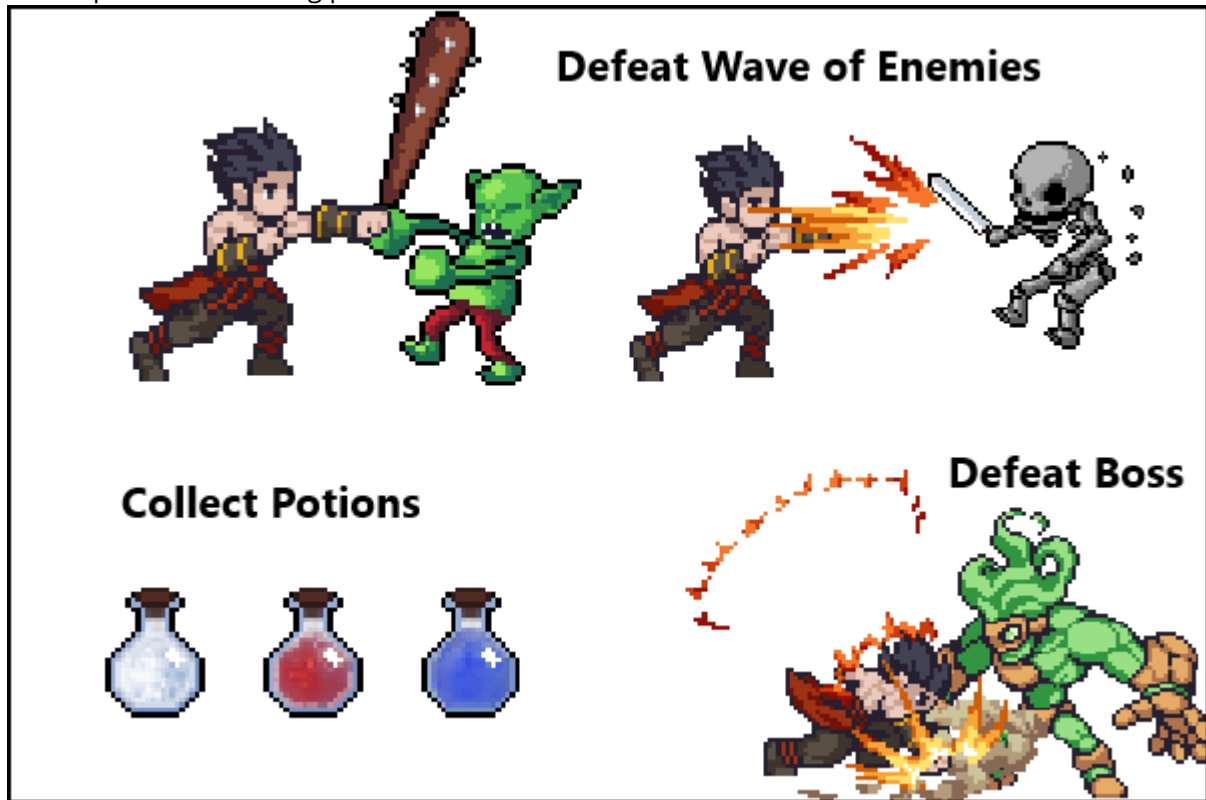


Figure 5 Mini Assailants Gameplay Objectives

2.4 Win Conditions

The main objective is to complete all the game's levels by defeating the boss at the end of each stage. Winning the game means successfully overcoming all challenges and bosses to reach the final level. Losing occurs if you fail to complete any stage or are defeated by the enemies or obstacles

along the way.

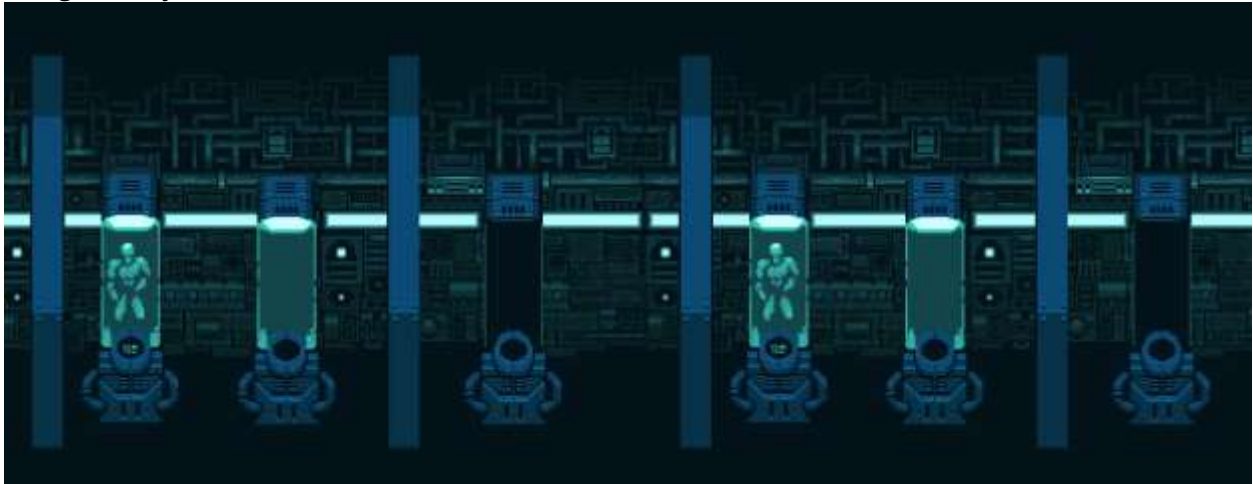


Figure 6 The Game uses a parallax scrolling background. The boss awaits at end of the stage.

3 Camera, Controls, Character

3.1 Camera

The camera system is straightforward yet effective. It employs a fixed perspective, ensuring that the entire game screen is visible at all times. As players navigate through the stages, defeating enemies and progressing forward, the camera smoothly follows their movement, revealing new challenges and opponents as they advance. Additionally, a parallax scrolling background enhances the visual depth and immersion, adding a dynamic element to the overall gameplay experience. This combination of fixed perspective and parallax scrolling creates an engaging and visually appealing environment for players to explore and conquer.

3.2 Controls

The controls for Mini Assailants mainly involve moving and attacking. Various kinds of attacks can be performed such as Light and Heavy Attack, Special Attack 1 and Special Attack 2.

3.2.1 Keyboard Controls

The keyboard controls for Pixel Adventure are:

- **A, Left Arrow:** Move character to the left
- **D, Right Arrow:** Move character to the right
- **W, Space, Up Arrow:** Move character upwards
- **S, Down Arrow:** Move character downwards
- **H:** Light Attack
- **J:** Heavy Attack
- **Y:** Special 1
- **U:** Special 2

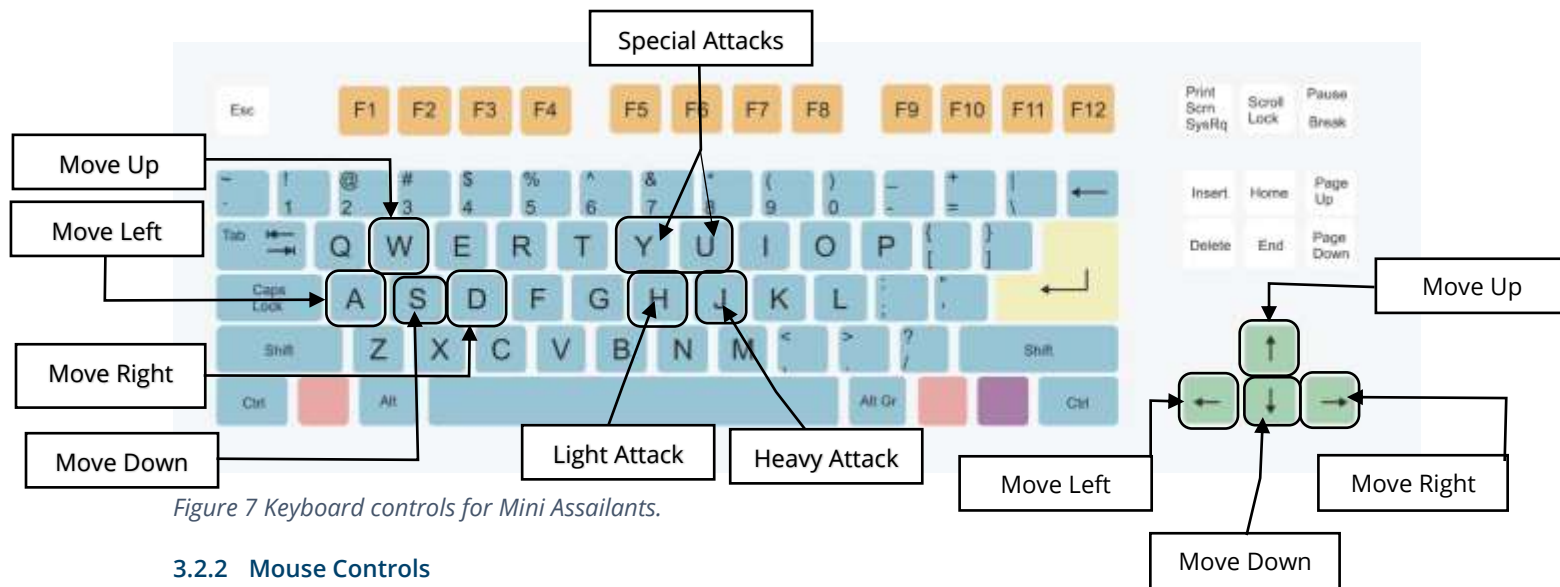


Figure 7 Keyboard controls for Mini Assaultants.

3.2.2 Mouse Controls

The mouse is not used in the gameplay of the game. It is only used to press the on-screen buttons to pause or enter the settings menu. (To be implemented).

3.2.3 Joystick Controls

The joystick controls for Pixel Adventure are:

- **Left Joystick:** Move the player left, right, up and down.
- **A button:** Light Attack
- **B button:** Heavy Attack
- **X button:** Special Attack 1
- **Y button:** Special Attack 2
- **Menu button:** Pause Game
- **Option button:** Open Game settings



Figure 8 Joystick controls for Mini Assailants.

3.3 Character

3.3.1 Movement

Movement is straightforward: when you press the movement buttons, your character instantly moves, and when you release them, your character stops immediately. This design provides responsive and easy-to-use controls for a seamless beat 'em up experience.

3.3.2 Light Attack

Light attacks in Mini Assailants are swift and responsive, allowing the player to quickly strike at enemies with a single button press. These attacks are perfect for delivering fast and efficient blows, helping players maintain control in the midst of heated battles.

3.3.3 Heavy Attack

Heavy attacks in Mini Assailants pack a powerful punch, delivering more damage and impact compared to light attacks. These attacks are slower but offer a strategic advantage, allowing players to strategically time their strikes to deal devastating blows to foes. Mastery of both light and heavy attacks is essential to conquer the game's challenges.

3.3.4 Special Attacks

Upper Cut (Special Attack 1): Mini Assailants introduces a dynamic uppercut as the first special attack. When activated, the character leaps into the air while delivering a powerful uppercut punch. This move not only inflicts significant damage on foes but also allows the character to momentarily hover in mid-air, providing strategic advantages for evading enemy attacks or reaching airborne adversaries. After performing the uppercut, the character gracefully descends to their initial position, ready for further combat.

Leap Strike (Special Attack 2): The second special attack, known as the Leap Strike, combines agility with force. Upon execution, the character starts with the same upward uppercut motion as in the first special attack. However, this time, the character continues forward in mid-air, covering additional ground before delivering a ground-shaking blow upon landing. This move not only damages nearby enemies but also allows the character to close the gap between distant adversaries effectively. The Leap Strike adds a strategic dimension to combat by enabling the character to reposition during the attack, enhancing overall gameplay depth.

4 Look and Feel

Mini Assailants uses character and background sprites available on itch.io. The assets provide a free license to use them in any personal or commercial projects.



Figure 9 8-bit Hero2) Fighter- by sagak-art-pururu.itch.io

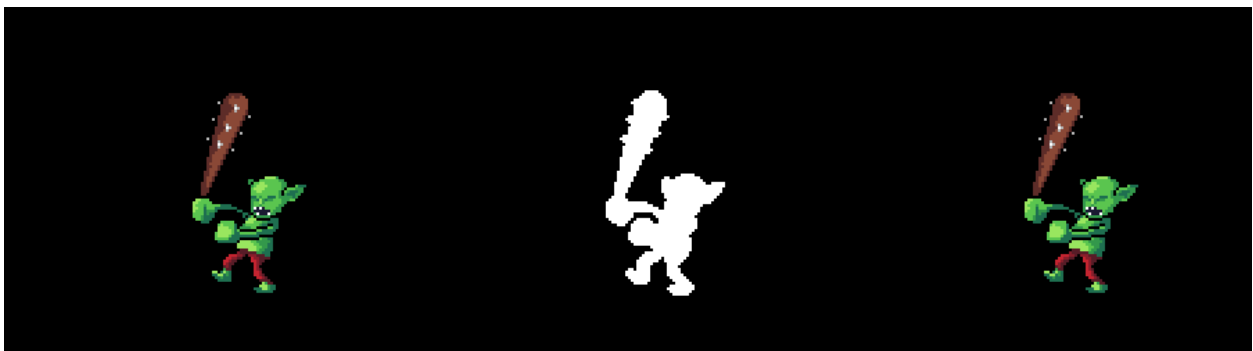


Figure 10 2D Goblin Hurt Sprite by [Mattz Art - itch.io](https://mattz-art.itch.io)



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