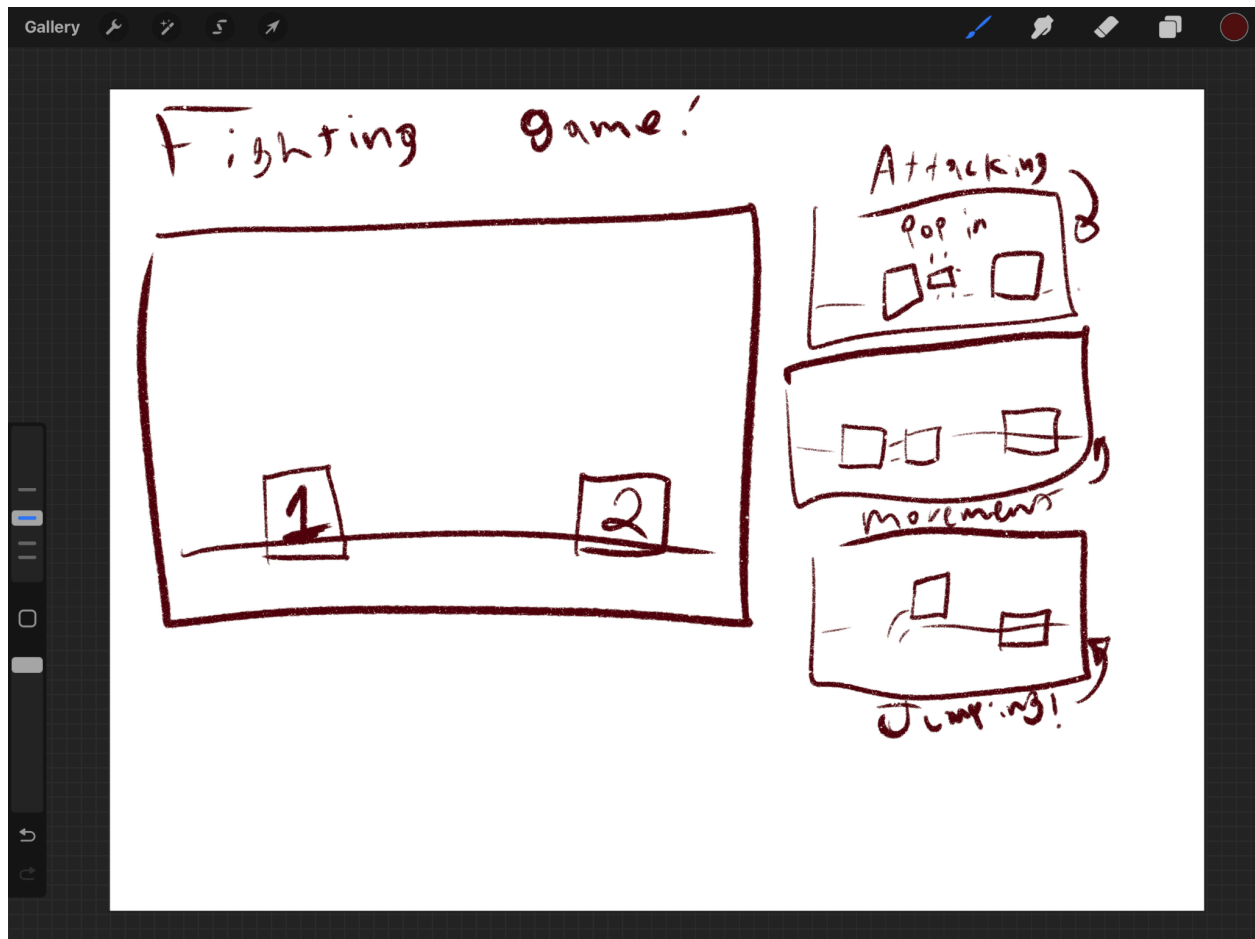
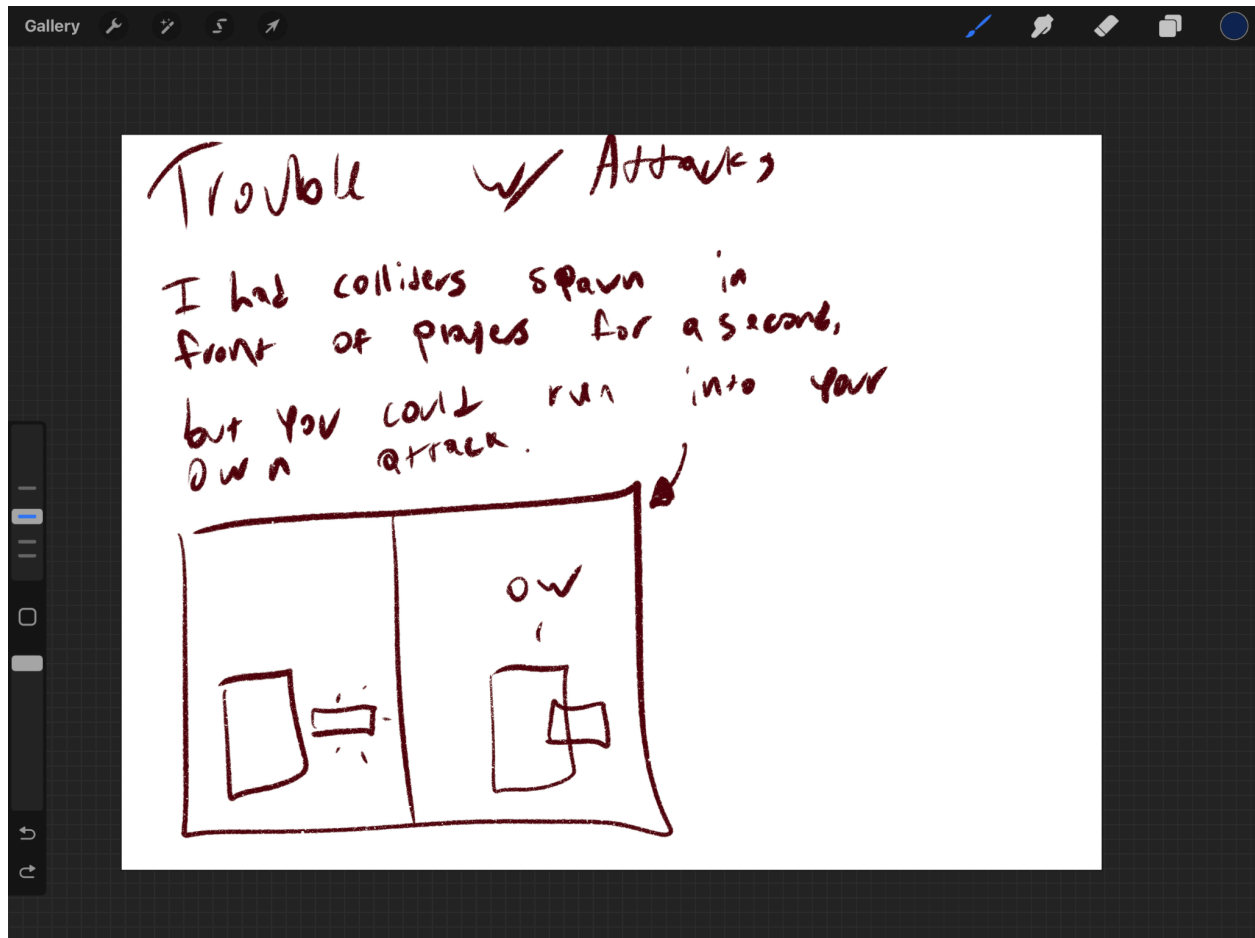


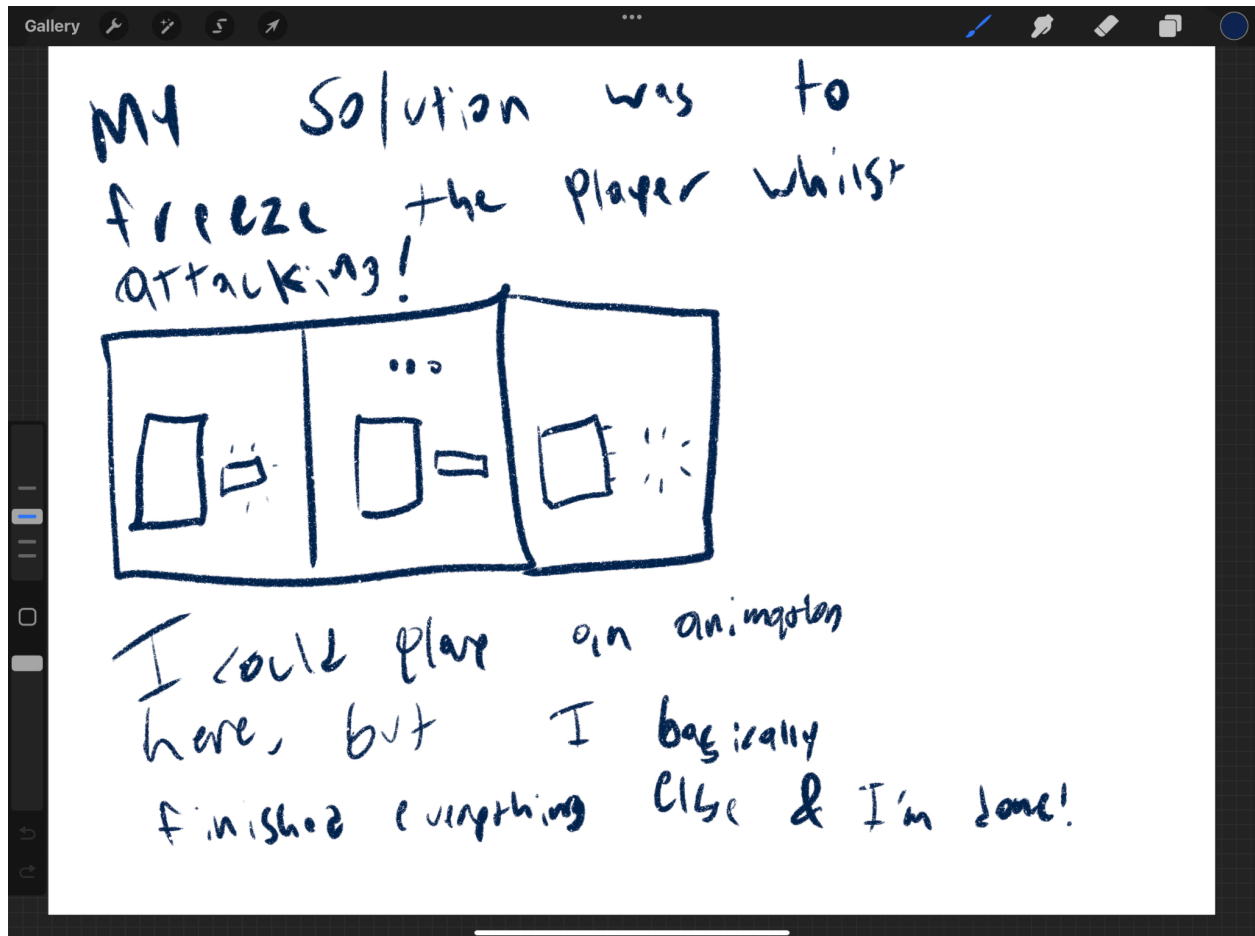
As an intro to Unity, I wanted to make a fighting game! Something incredibly simple with 2D character movement and an attack. It has the added bonus of being a multiplayer game, since my group's Design Week project unfortunately didn't look too hot.



My scope felt small, but I'm glad I kept it that way. Movement, jumping, and attacking are the 3 main features, and I wanted to give each of them animations to start, but scrapped the Attack animations, as I was already having trouble with my attacks system.



As detailed in this image, Attacks initially just spawned a box in front of you. This worked as a “hit the thing in front of you” button, as sometimes your opponent would just be there, but if you were holding forward, you’d run into your own attack the moment after attacking.



My solution was just to freeze the player in place for a half second, and it works great! As it gives your opponent time to punish your attack if you whiff it. It also solved the problem of: solved the unintended bit of "what if you're moving into your own attack" with a simple, "you're not. You aren't moving at all, in fact."