User Manual

for

Street Fighter

Version 1.0 approved

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5th May 2024

Table of Contents

Introduction Screen

This screen is the first screen to appear on openning the game. An intro-sequence plays. You can skip the sequence by pressing any key on your keyboard

Main Menu

Click to
Start
Playing
the Game

Click to
Go to the
Credits
Screen

Click to Go
Change the
Settings in the
terminal

Click to
Exit the
Game

The Main Menu is where all the navigation is. You can select one of four options explained above to do what you want to do.

Credits

Click to Go Back to the Main Menu
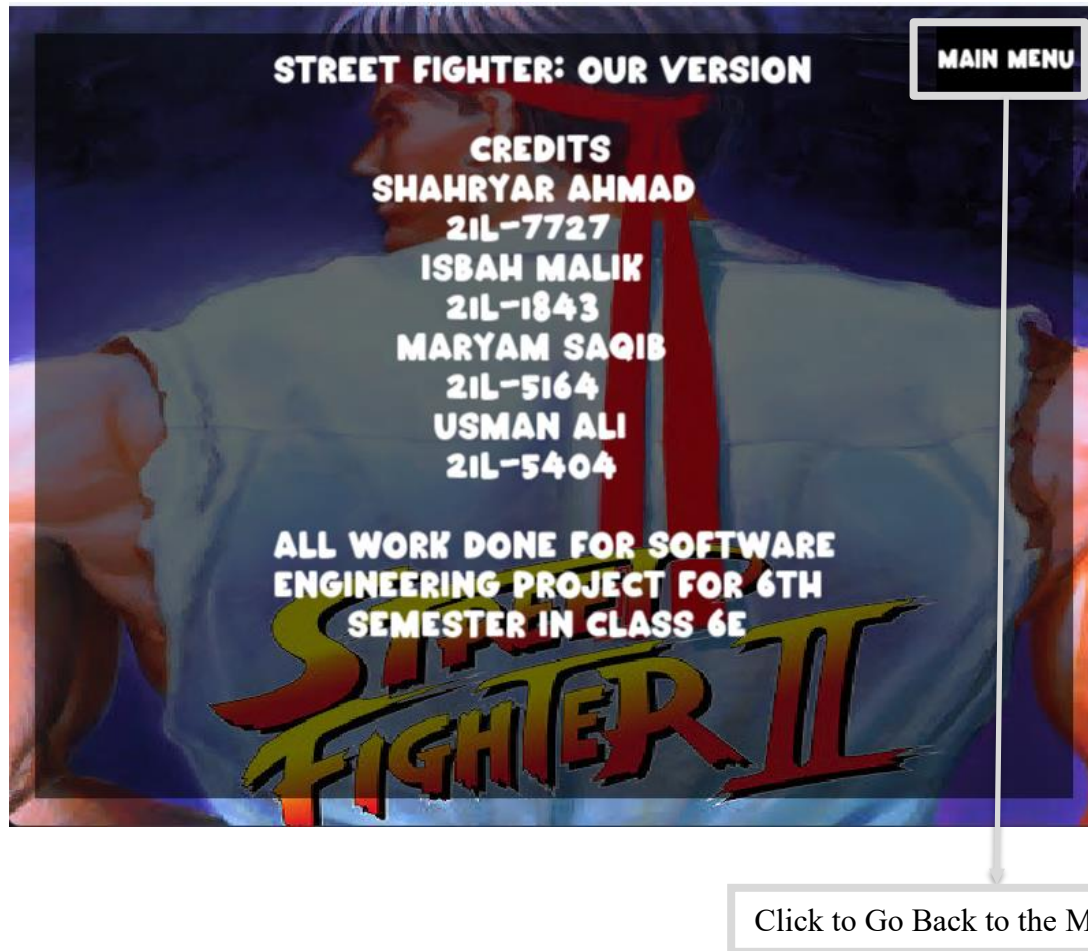
The Credits Screen displays the name of the developers. The credits scroll up and reset infinitely. The user can go back from the credits screen to the Main Menu by using the button in the top right corner.
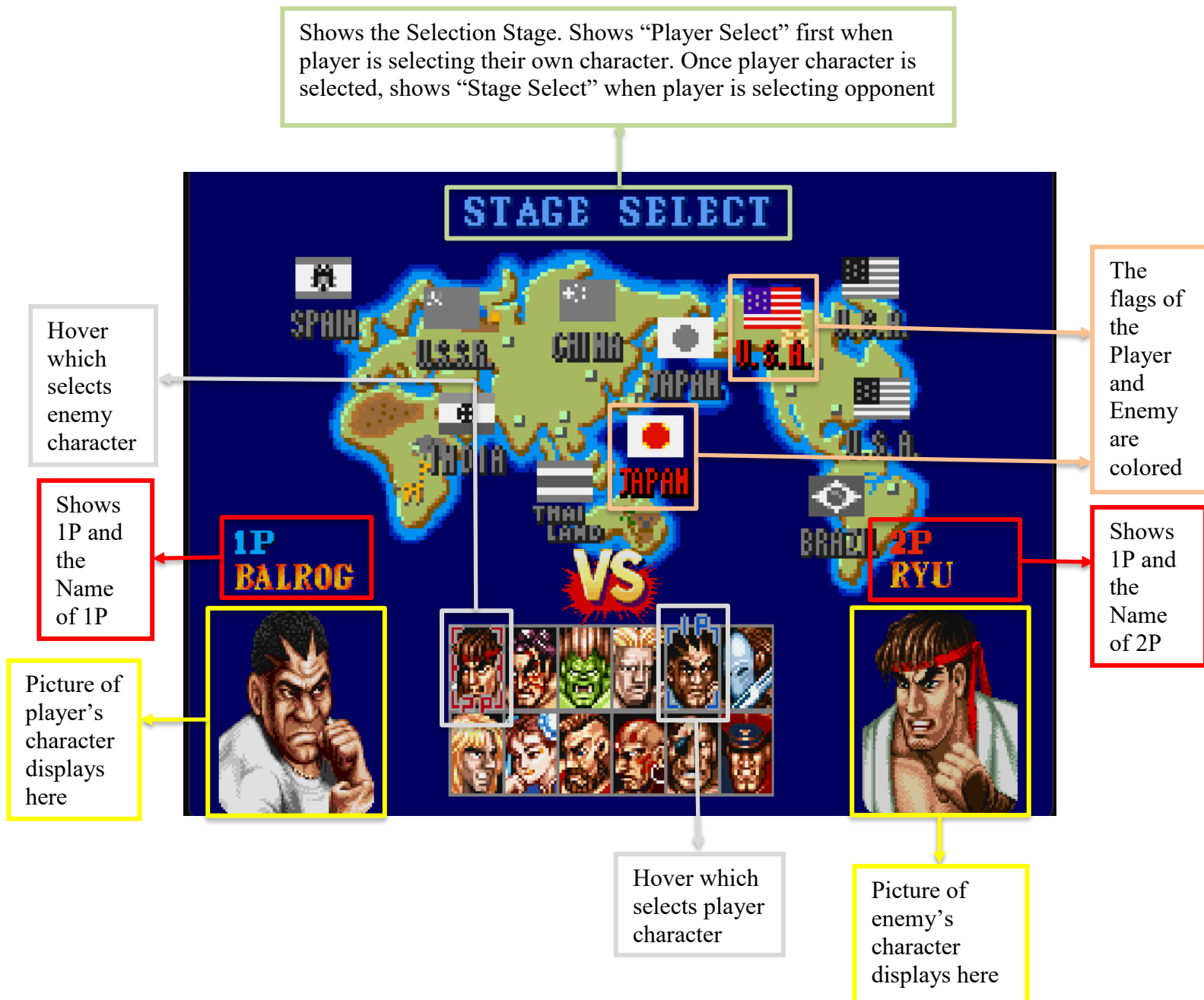
Settings

```
In a world full of GUI users, be a CLI user. Welcome master!
usage: set option value
shell> _
```

The Setting screen is a terminal for our programmer friends. The list of instructions and usages is as follows:

Command	Usage
set	Displays "set option value" – format of usage of set command
set volume 20	Sets the volume to 20
set fps 30	Sets the fps to 30
disable ai	Disables the AI bot – enters training mode
enable ai	Enables AI bot – enter regular game mode
exit | quit	Go back to Main Menu

Character Select

Shows the Selection Stage. Shows "Player Select" first when player is selecting their own character. Once player character is selected, shows "Stage Select" when player is selecting opponent

The flags of the Player and Enemy are colored

Hover which selects enemy character

Shows 1P and the Name of 1P

Picture of player's character displays here

Hover which selects player character

Shows 1P and the Name of 2P

Picture of enemy's character displays here

The selection screen starts with player character selection. You can move the player select hover over the character icons in the bottom middle of the screen by using the Arrow keys. To select the player character press Enter. On pressing Enter, the player hover, name, flag and icon will be locked in. The title will change from Player Select to Stage Select and 2P, enemy name, enemy icon and flag will appear. Change the enemy character by moving the 2P hover over the character icons using Arrow Keys and press Enter to Lock In and proceed to game.

Round

Player health

Timer to time the round
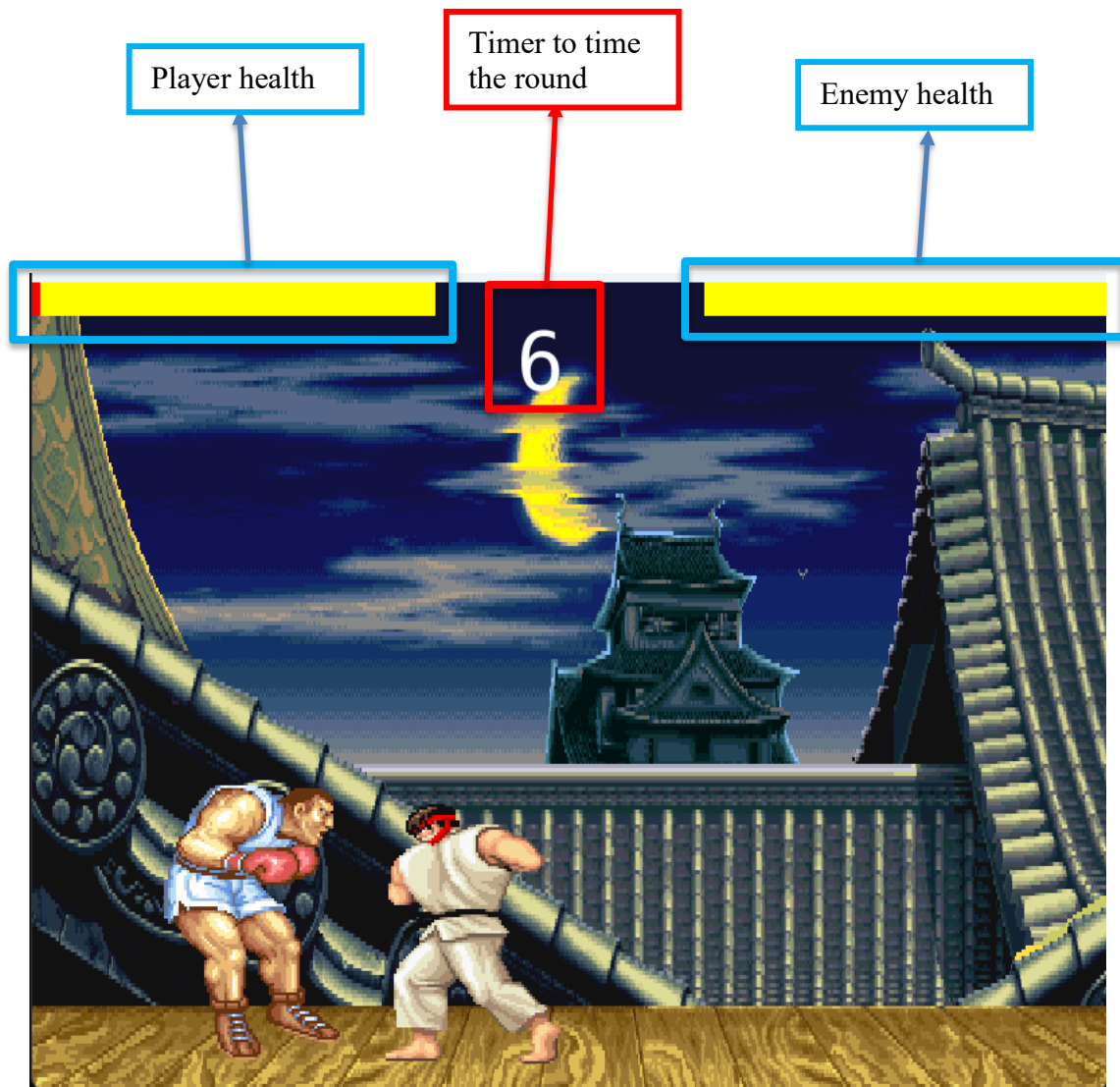
Enemy health

The Round Stage loads after the character select. The top left bar displays the player health and the top right bar displays the enemy health bar. Red colour in health bar shows how much health has depleted. Player can move their character using the keys explained in the next section. The round ends when either the player or the enemy health depletes to zero or when the round time = 2mins = 120 seconds runs out.

Characters

Balrog

Balrog is a tall, heavily built and very muscular African-American boxer. He wears blue boxing trunks with white trim and a torn white shirt under a blue tank top, as well as red boxing gloves and boxing shoes. His short hairstyle is similar to Mike Tyson's haircut from the era of Street Fighter II 's release.

Keys	Description	Name
>	Right Arrow	Move Right
<	Left Arrow	Move Left
∨	Down Arrow (Hold)	Crouch
∧	Up Arrow	Jump
∧ + A	Up Arrow + A	Jump Punch
A	A	Light Punch

A + [+] A	A + A	Light Punch Combo
> + [+] A	Right Arrow + A	Forward Light Punch
∨ + [+] A	Down Arrow (Hold) + A	Crouch Light Punch
S	S	Medium Punch
S + [+] S	S + S	Medium Punch Combo
> + [+] S	Right Arrow + S	Forward Medium Punch
∨ + [+] S	Down Arrow (Hold) + S	Crouch Medium Punch
D	D	Heavy Punch
D + [+] D	D + D	Heavy Punch Combo

> + D	Right Arrow + D	Forward Heavy Punch
Q	Q	Straight Rush (special 1)
W	W	Turn Punch (special 2)

Chun Li

Chun-Li was introduced in 1991 in the original version of Street Fighter II (Street Fighter II: The World Warrior) as the franchise's first playable female character, an undercover Interpol agent seeking to avenge the death of her father at the hands of M. Bison and his criminal organization.
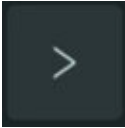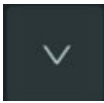
Keys	Description	Name
>	Right Arrow	Move Right
<	Left Arrow	Move Left
∨	Down Arrow	Crouch
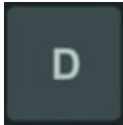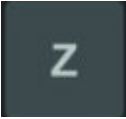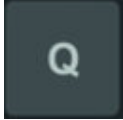
∧	Up Arrow	Jump
A	A	Light Punch
S	S	Medium Punch
D	D	Heavy Punch
Z	Z	Light Kick
X	X	Medium Kick
C	C	Heavy Kick
Q	Q	Hundred Lightning Kicks (special 1)

Dhalsim

A monk and yoga master from India who has served as a guide for countless suffering souls. Prefers to avoid conflict when possible, but his innate hatred of evil compels him to dispense stern justice.
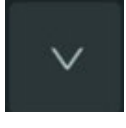
Keys	Description	Name
>	Right Arrow	Move Right
<	Left Arrow	Move Left
∨	Down Arrow	Crouch
∧	Up Arrow	Jump
A	A	Light Punch
∨ + A	Down Arrow (Hold) + A	Crouch Light Punch
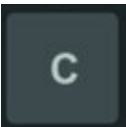
S	S	Medium Punch
∨ + S	Down Arrow (Hold) + S	Crouch Medium Punch
D	D	Heavy Punch
Z	Z	Light Kick
∨ + Z	Down Arrow (Hold) + Z	Crouch Light Kick
X	X	Medium Kick
C	C	Heavy Kick
Q	Q	Yoga Flame (special 1)

Guile

A US Air Force pilot who fights for his country, Guile succeeded in dismantling Shadaloo and avenging his friend Charlie. He enjoys living the family man life, but new battlefields await him.
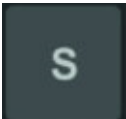
Keys	Description	Name
>	Right Arrow	Move Right
<	Left Arrow	Move Left
∨	Down Arrow	Crouch
∧	Up Arrow	Jump
A	A	Light Punch
∨ + A	Down Arrow (Hold) + A	Crouch Light Punch
	S	Medium Punch
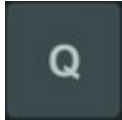
S		
∨ + S	Down Arrow (Hold) + S	Crouch Medium Punch
D	D	Heavy Punch
Z	Z	Light Kick
∨ + Z	Down Arrow (Hold) + Z	Crouch Light Kick
X	X	Medium Kick
∨ + X	Down Arrow (Hold) + Z	Crouch Medium Kick
C	C	Heavy Kick
Q	Q	Sonic Boom (special 1)

Ken

Ken Masters (Japanese: ケン・マスターズ, Hepburn: Ken Masutāzu) is a character in Capcom's Street Fighter fighting game series. Ken's goal is to test his power against many different fighters, as he strives to become stronger. He uses improved Shoryuken (dragon punch) techniques.

Keys	Description	Name
>	Right Arrow	Move Right
<	Left Arrow	Move Left
∨	Down Arrow	Crouch
∧	Up Arrow	Jump
A	A	Light Punch
∨ + A	Down Arrow (Hold) + A	Crouch Light Punch
S	S	Medium Punch

∨ + S	Down Arrow (Hold) + S	Crouch Medium Punch
D	D	Heavy Punch
Z	Z	Light Kick
∨ + Z	Down Arrow (Hold) + Z	Crouch Light Kick
X	X	Medium Kick
∨ + X	Down Arrow (Hold) + Z	Crouch Medium Kick
C	C	Heavy Kick
Q	Q	Tornado Kick (special 1)

Sagat

Sagat encompasses a stereotypical "proud fighter" personality since he is very powerful and strong-willed, as well as hard-working; he is dedicated to the martial arts life in both body and spirit. According to various bios, his natural size drove him to become a powerful fighter.

Keys	Description	Name
>	Right Arrow	Move Right
<	Left Arrow	Move Left
∨	Down Arrow	Crouch
∧	Up Arrow	Jump
A	A	Light Punch
∨ + A	Down Arrow (Hold) + A	Crouch Light Punch
S	S	Medium Punch

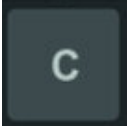|		
Z	Z	Light Kick
X	X	Medium Kick
C	C	Heavy Kick
Q	Q	Tiger Shot (special 1)

Ryu

Ryu (Japanese: リュウ, Hepburn: Ryū) is a fictional character and the protagonist of Capcom's Street Fighter series. Having premiered in the first Street Fighter in 1987, Ryu appears as the game's lead character alongside his best friend and friendly rival Ken Masters.

Keys	Description	Name
>	Right Arrow	Move Right
<	Left Arrow	Move Left

⌄	Down Arrow	Crouch
⌃	Up Arrow	Jump
A	A	Light Punch
⌄ + A	Down Arrow (Hold) + A	Crouch Light Punch
S	S	Medium Punch
⌄ + S	Down Arrow (Hold) + S	Crouch Medium Punch
D	D	Heavy Punch
Z	Z	Light Kick
⌄ + Z	Down Arrow (Hold) + Z	Crouch Light Kick
	X	Medium Kick

Keys	Description	Name
X		
∨ + X	Down Arrow (Hold) + Z	Crouch Medium Kick
C	C	Heavy Kick
Q	Q	Shoryuken (special 1)
W	W	Hadouken (special 1)
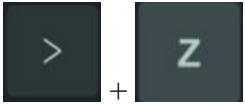
Zangief

Considered to be the first controllable fighting game character whose moveset is centered on grappling, he made his first appearance in Street Fighter II: The World Warrior in 1991. In the series, he is a professional wrestler that fights to prove Russia's superiority over other nations' fighters.

Keys	Description	Name
>	Right Arrow	Move Right

	Left Arrow	Move Left
	Down Arrow	Crouch
	Up Arrow	Jump
	A	Light Punch
+	Right Arrow + A	Forward Light Punch
+	Down Arrow (Hold) + A	Crouch Light Punch
	S	Medium Punch
+	Right Arrow + S	Forward Medium Punch
+	Down Arrow (Hold) + S	Crouch Medium Punch
	Z	Light Kick

Z		
> + Z	Right Arrow + Z	Forward Light Kick
∨ + Z	Down Arrow (Hold) + S	Crouch Kick
X	X	Medium Kick
> + X	Right Arrow + X	Forward Medium Kick
C	C	Heavy Kick
Q	Q	Double Lariat (special 1)