

BA Proposal

Skill Issue

Observing the growth of a player skill in Fighting Games

Abstract

The fighting game genre is notoriously known as hard to learn and even harder to master, even inaccessible for most players due to the high skill the games demand of their players. Which skills are necessary and why?

Thesis:

The thesis will answer the previously stated question and give examples from other genres for easier understanding. And offer new players solutions to "gain" such skills.

Project:

The project will be a fighting game aimed at newer players, where the player chooses an elemental style, each representing one of the most common character archetypes in fighting games.

Personal Connection

I love Fighting Games

I want to create Fighting Games

The research topic is fascinating to me

I want to share the genre with more people

Methodology

Thesis:

Focus on the research of the topic of player skills

Compare the skill set necessary for fighting games to other games or sports

Explain which concepts are harder for new players to understand

Table of contents:

1. Introduction

- 1.Skill and Dexterity
- 2.Fighting game genre
- 2.Skill set in Fighting game
 - 1.Dexterity and Reactions
 - 2.Mind Games and Patience
 3. Luck
3. Examples and comparisons
 1. Shooters
 2. Chess
 3. Boxing
4. Fighting game terminology
5. Conclusion
6. Bibliography

Project:

Create a simple working fighting game with one character for both players
Add variations to the character to give players different choices

Timeline

Thesis:

Prepare table of contents
Find research material and update bibliography
Conduct Research
Write Thesis

Project:

Set up project
Prepare basic assets
Implement basic functions

2nd Iteration of assets

Building a working fighting game

3rd Iteration of assets

Implementing character variations

Finish Project

Resources

Unity + Visual Studio

GitHub

Aseprite

Clip Studio Paint

Bibliography

A. C. Siang and Radha Krishna Rao. "Theories of learning: a computer game perspective"

Greg More, Andrew Burrow. "Observing the learning curve of videogames in architectural design"

Torill Mortensen. "For the Love of Fighting Games"

Tomlinson Christine. "Player definitions of success, skill and leadership in video games"

Ryan William and Siegel Martin A. "Evaluating interactive entertainment using breakdown: understanding embodied learning in video games"