# "Skill Issue"

Player skill in Fighting Games

# Abstract

- The fighting game genre is notoriously know as hard to learn and even harder to master, even inaccessible for most player due the high skill the games demand 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

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

# Timeline

1. Thesis 02.08.2022 – 13.10.2022
   1. Prepare table of contents
   2. Find research material and update bibliography
   3. Conduct Research
   4. Write Thesis

2. Project 14.10.2022 – 12.01-2023
   1. Set up project
   2. Prepare basic assets
   3. Implement basic functions
   4. 2nd Iteration of assets
   5. Building a working fighting game
   6. 3rd Iteration of assets
   7. Implementing character variations
   8. 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"