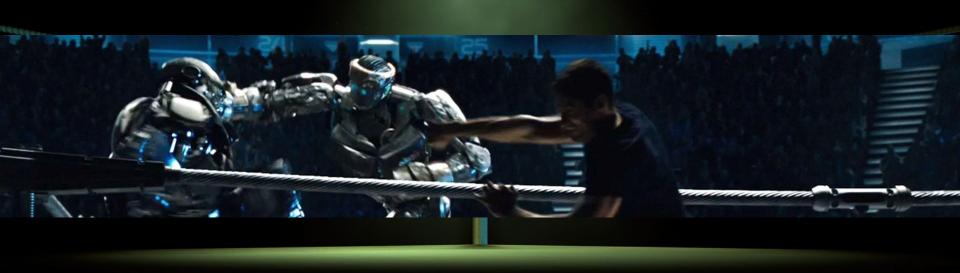


## GOAL

- Win 3 rounds by bringing the enemy's life bar to 0 HP.

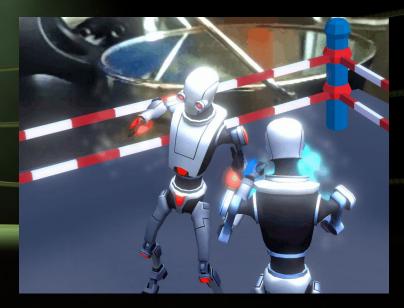


# HOW TO DO IT?

- By punching it!

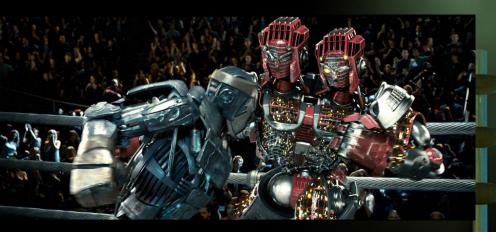


 Punch on the Left or on the Right depending on where the enemy is

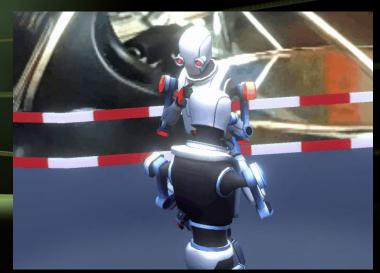


## WHAT'S IN IT?

- Punches can be dodged!



- Dodge where the enemy isn't punching.
- But be careful! The enemy can do it too.



## **ENEMY AI**

- 3 enemy Al
  - It gets harder each time you defeat it
  - Last one practically impossible to win (unless you have the necessary skills)



## EXTRA MECHANIC: CHARGED PUNCH

- Risk vs Reward
  - Charge more and do more damage but risk getting hit
  - Charge less and do less damage but safely
- Feint (fintas): Hacer creer al otro que vas a darle un puñetazo)



#### VIDEO







