Vision statement

This game, StickWarz is going to be for those who would like to play a 2000s style game, especially with Adobe Flash Player gone. Because of that, they can't play any more childhood games for the most part.

In addition, this game could be a retrospective of old internet games to give gamers who like playing old games easier
access to these games.

This game would be similar to a lot of classic games (Pokemon, Tower Defense) with Street Fighter Style battles, maze navigation levels, and would not entirely plagarize from well-known games like Pokemon, as there would be a sense of originality with some comedy in the game. Also, most games like Pokemon and Street Fighter only have Character vs. Character battles.

Unlike Pokemon, Street Fighter, or almost any fighting game, this game would have different types of battle-styles. There would be some maze navigation where the player has to navigate a maze full of enemies, or obstacle courses where a player has to go through a level with multiple items trying to block their way.

The final game will be a simple stickman comedy game with non-repeditive style of gameplay, such as the features listed above.