Making Game

Online Multiplayer

NO LOCAL MULTIPLAYER

Battle game

Multiple characters

Start with default character

Earn points from defeating other players

L.A.M.P Server

* PHP not required
* Linux, Apache, MariaDB\*(kinda like MySQL), PHP

Game Requirements

?Stats?

* Health
* Strength
* !No Moving!
* Moving Turn Based(Optional)

Earning Points

* Winning Fights
* Earn more points for beating stronger stated characters

Play game in Web browser

* Must work chrome

Play game in Java GUI

* Mac
* Windows
* Linux
* Unix
* Try to use FX

Game Style

* Multiple Attack options
* Rest period after combat
* (SSB) style fighting

Other

* Friendly or Competitive system

Inputs

* Keyboard input

Model Code in Java

Finding Battles

* Request to join battle
* Put into battle queue

Attacks\Mechanics

* Creative names
* 2 Attacks
* Blocks

Database

* Data
* Character
* Images

Character Editor

* Add characters
* Set stat ranges
* Buy character with random stat ranges
  + Earned points to buy characters
* Upload pictures for each attack
  + Administrators add said characters
  + NOT USERS
* Set Costs
* Certain Ranks for certain characters
* Characters are generalized (Probably its own Class)

Game Style

* Light hearted
* Imaginary
* NOT LIKE Mortal Combat