**Combat Theatre**

Combat Theatre will be a game about three brothers fighting waves of combatants. The game will be all one level with two parts. First part a fast paced fight consisting of 3 waves with an increasing number of combatants for each wave. The second part an RPG turn-based boss battle. The story will take place on a stage, because all game characters are actually in a play that features intense fight scenes. If the player is defeated by an enemy actor, player will be fired from the play.

**Story**

The game story begins midway through the play Underworld Crime Syndicate. Our heroes are three brothers Dan, Jan, and Joe. All three brothers are in love with the same girl, Yuridyce. The three brothers are gang bosses of their own respective gangs, the three most dangerous gangs in Rock City. The brothers were once very close but since they met Yuri there has been resentment between the three. Then war broke out between all six gangs of Rock City and even the brothers were battling each other. Suddenly The fourth strongest gang boss, T-bone declares that he has unlocked a secret power that will make him the strongest person in the whole world. He orders all the other gangs to accept him as their new leader. The three bothers refuse. T-bone decides to kidnap Yuridyce, right in front of the three brothers to teach them a lesson. The three brothers agree to team up to fight T-bone and rescue Yuridyce.

This is where the game begins. As the brothers fight through the streets of Rock City to defeat T-bone and rescue Yuridyce. The game will last till the first “boss” encounter in which the brothers discover T-bone’s terrifying weapon.

**Game Design**

The scenery will be a theatre stage with props, curtains and scenery. The set design will mimic modern day city scape. The player can free roam around on stage and jump on certain scenery but buildings will mostly be wooden frames. There will be no other scenery. Combat Theatre will be a one player game. The game will be in 2.5D. Character Design will most likely be done in Blender. Stage will be made in Maya 2020 ( and will also be my final project for modeling and animation course). Also Photoshop. Audio will most likely be found through this webpage:

<https://blog.felgo.com/game-resources/free-music-for-games>

**Battle Mechanics**

**Enemies**

Life = 4

Energy = 6s

Number of Attacks = 4

Damage = 1

Spawn at Seconds 1-16 = 2/4s

Spawn at Seconds 17-20 = 0

Spawn at Seconds 21-37 = 4/4s

Spawn at Seconds 38-44 = 0

Spawn at Seconds 45-60 = 5/3s

Running = walk speed x2

Stagger = .3

**Jan**

Life = 4

Energy = 5s

Special = 5s

Number of Attacks = 6

Damage = 1.33

Time until Joe Special = 5s

Time until Jan Special = 7s

DPS alone = 2kills every 5s

DPS Dan = up to 5 kills in 8.5s

DPS Joe = 1 kill every 7s

**Dan**

Life = 4

Energy 3s

Special = 7s

Special = AOE 4dmg in 1.5s

Number of Attacks = 3

Damage = 1

Time until Jan Special = 7s

Time until Joe Special = 10s

DPS alone = 4kills every 12s

DPS Jan = up to 4 kills in 8.5s

DPS Joe = 2 every 10s(rare)

**Joe**

Life = 4

Energy = 7s

Special = 3s

Special = Heal all heroes

Number of Attacks = 3

Damage = 2

Time until Jan Special = 5s

Time until Dan Special = 10s

DPS alone = 3 kills every ~15s

DPS Jan = N/A

DPS Dan = 2 every 10s(rare)

**Moves and Timing**

**Moves**

Kick = .3s

Punch = .2s

Special Joe = 1s

Special Dan = 1.5s

Special Dan Joe = 2s

Stagger = .5s

Enemy Idle = 4s

Jump = .5s

Walking = 1.33pixels/sec

Running = 1.66pixels/sec

Dying = 5s

**Energy fill speed:**

Jan = 5s

Dan = 3s

Joe = 7s

**Special fill speed:**

Jan = 5s

Dan = 7s

Joe = 3s

**Enemy Roll Out:**

First Half Enemies = 8 seconds

After that 5 seconds no enemies enter

Second Half = 4 seconds

**Controller Layout**

Completely controlled by Keyboard

UP = W

DOWN = S

LEFT = A

RIGHT = D

PUNCH = J

KICK = K

BLOCK = L

JOE SPECIAL = U

DAN SPECIAL = I

JUMP = SPACEBAR

**Boss Fight**

Tyler(boss) will enter scene 4 stage left. He will fill half the stage and be monstorous(because of elixir given to Tyler by T-bone.)

Players will take stationary positions stage right. Rpg Style match begins.

**Tyler**

Will attack every 3 seconds with a swipe or a lash. If Tyler attacks any hero 4 times hero will fall.

Every 5 seconds he will AOE entire group and deal 1.5x damage to each.

Tyler will then enter a recovery phase of 3 seconds. Any attack to Tyler during this phase will Recover his life by a small percent.

Attack = 5dmg

Special = 7.5dmg

Hit points = 32

**Heroes**

Jan will not be the only controllable character.

Energy bar when full will allow player to perform one of these moves.

Game ends when all heroes fall.

**Attack**

Two hit combo deals = 2dmg

**2 Hero Combo**

Joe and Jan = heals party

Dan and Jan = 6 dmg

Joe and Dan = 6 dmg

**Guard Stance**

This will replace blocking character will not attack but will not take damage

**Jan**

Energy will fill every 2.5 seconds.

Extra move = choose other hero, next time Tyler attacks that hero Jan will block it

**Dan**

Energy will fill every 1.5 seconds

Extra move = Increase speed by 25%

**Joe**

Energy will fill every 3.5 seconds

Extra move = Can revive a fallen comrade