**CS 5001 – Senior Design I – Assignment #4  
Adaptabrawl – Design Diagrams**

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**Course:** CS5001 — Senior Design (Fall 2025 → Spring 2026)  
**Team Name:** Adaptabrawl  
**Repository:** <https://github.com/Kartavya904/Adaptabrawl-Senior-Design>  
**Teammates: Saarthak Sinha, Kanav Shetty, Yash Ballabh**

**User Stories:**

* As an online competitor, I want reliable 1v1 lobbies with predictable latency and easy rematch/reconnect, so that matches feel fair and I can keep playing without friction.
* As a player on mid-spec hardware, I want scalable VFX/performance presets, so that I can maintain frame rate.
* As a character explorer, I want fighters with clearly described playstyles (offense/defense/evasion) and difficulty tags, so that I can quickly pick a style that fits me.
* As a local 1v1 player, I want offline versus, so that we can play without internet or setup delays.
* As a character developer, I want a robust framework with documented character templates, so that I can add new/adjust fighters quickly.
* As a friend-match player, I want shareable room-code invites instead of account linking, so that we can play immediately, without an account or friends list.