

System Instructions:

### User Interface:

After starting the application, the user will be greeted with a selection of on screen buttons to change their experience before the game begins. The user(s) can pick between the play modes: 1-player, 2-player, training, and AI vs AI. In the first and final modes, the AI will take control of one or both characters. The user(s) can then choose their desired character, and desired stage. While they are choosing the stage, they may also change the music, via arrows under the stage selection.

### In-Game Controls:

While in game the player may press 'p' at any time to open the pause menu, and 'h' to toggle the visibility of hitboxes. Note that hitboxes will only appear when a move is being thrown.

#### Player 1:

Move left: 'A'

Move right: 'D'

Light punch: 'U'

Heavy punch: 'I'

Light kick: 'J'

Heavy kick: 'k'

Block: hold 'L'

Shoot projectile: 'O' (if orange special bar is fully charged)

#### Player 2:

Move left: 'Arrow left'

Move right: 'Arrow right'

Light punch: 'numpad4'

Heavy punch: 'numpad5'

Light kick: 'numpad1'

Heavy kick: 'numpad2'

Block: hold 'numpad3'

Shoot projectile: 'numpad6' (if orange special bar is fully charged)