**Title**

**しゅうちゃく (Shuuchaku in Hiragana, 1 of Japan’s 3 alphabets that I learned out of boredom lol, meaning obsession)**

**Logline**

After using what the Z fighters taught you about fighting for evil, Goku has had enough of you and vows to make you pay for what you’ve done.

**Game Overview**

-2 players working together, both of which being dragon ball fans who one day found themselves within a dragon ball video game, became interested in seeing how goku would respond if they killed everyone he loved.

-Goal of the game is to defeat 3 phases of a goku fight with your partner

-the fight will require both characters to dodge attacks and attack with different forms of unity(combination attack patterns, precision attacks, etc.)

-goku is quite angry but still wants to be your friend up until phase 2, afterwards he is convinced both players can no longer be saved and forgiven

**FSM Diagram**

Title

I

\_\_\_\_\_\_\_\_Menu\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

/ I \ \

Play How to Play \_\_\_\_Options\_\_\_\_\_\_\_\_ Exit

/ I \

Phase Selector Controls Credits

/ I \

Phase 1 Phase 2 Phase 3

**Level Descriptions & Storyboard:**

Phase 1: The fight starts with Goku in super saiyan god as he glares angrily at you but during some points in battle you can see glimmers of hope in his expressions. His emotions resemble that of hate, denial, disbelief, and a sliver of hope.

Phase 2: Goku transforms into blue, and is now tired of playing your games. He’s going all out. Attacks will increase in difficulty and require both players to be on guard. This phase represents complete anger.

Phase 3: Goku has given up all hope, but his inner saiyan spirit hasn’t and his instincts take over(ultra instinct). This will be the hardest phase yet and will require utmost attention and probably many tries to complete. This phase represents his last push beyond his limits in attempts to defeat the players. After all phases are successfully completed he questions if this is how it ends before walking off to meet with his friends and family. (idea: with him being in ultra instinct, I can slow the game down and showgoku easily dodging attacks)

Title + Menu Sketch: *done(when player presses play on phase 1 Goku will say you'll pay for this, phase 2 he'll say I'll never forgive you, and for phase 3 he'll say "let's see you try and kill me now" from fighterz*

Fight Menu Sketch: *almost done*

**Technical Architecture:**

I will create 2 player classes, a class for goku’s animations and dialogue, a class for all of the attacks separated by phases, a menu class, and a music/sound effect class. I will use paint.net and references to create all sprites, and beepbox to make music/sound effects.

**Visual Design**

One of the most important things I want to emphasize is conveying Goku’s emotions while also really focusing on the attack patterns. I’m going to put a lot of effort into animating Goku as best I can while trying to create very interesting attack patterns and mechanics. As far as animating Goku, I plan to use a lot of red to represent his intense disappointment, flame like blue to represent his intense anger, and white to represent his final sliver of hope.

**Color Palette(s)**

The background will change in relation to the phase. Phase 1 will have a red/orange background(maybe I can give it like a fadey fire effect?), phase 2 will be a furious blue effect(thanks to the power of processing tutorials), and phase 3 will be a calm white aura type feel(another shout out to processing tutorials). Interface will also change color respectively.

**Visual Asset List (green highlight = done)**

* Title screen
* Box that holds all of goku's attacks
* Custom WASD and arrow key buttons for attack patterns
* A bar for precision attacks
* A time bar for timed attacks
* Interactive main menu buttons
* Interactive ingame buttons(Fight, Inventory, Spare)
* Animated text boxes
* Fist and kick sprites
* Kamehameha sprites with hand gestures
* Base form goku sprites(expressions)
* Blue goku sprites(default sprite)
* God goku sprites(default sprite)
* Ultra instinct goku(default sprite, yelling and weakened state)
* Sad android 18 face, laughing krillin face, sad chichi face, surprised-questioning goten face, angry trunks face, angry gohan face, angry vegeta face, grinning vegeta face

**Audio Design**

* Menu music
* Music for each phase
* Player death sound effect
* Game over music
* Goku death sound effect
* Taking damage sound effect
* Dealing damage sound effect
* Menu movement sound effect
* Scrolling text with text sound effects(like sans, heheh)

**Audio Asset List**

Some very cliche dbz sounds that everyone uses(punching, energy blast, power up, etc.)

-punch sound

-kick sound

-kamehameha charge

-kamehameha fire

-random ding for text scrolling when goku talks

-sans voice for moving along menus just for the giggles

(sounds i would've used in deleted phases)

-a ding for when you switch into guard mode

-a sort of clicking sound for each number in the count down

-a parry sound effect courtesy of smash ultimate

-goku yelling