

Challenge 16 - Introducing mechanics

Street Fighter 2

Street Fighter 2 is a hardcore game in which the player are leaved to explore and experiment all the move a character can execute in the game. It has a very steep learning curve as it does not initially teach the players on what move they can perform except for the basic ones.

The modified version of the game will have a tutorial stage where the players properly learn the core mechanics of the game.

Mechanic 1 Moves:

- At the start of the game, the players are introduced to a tutorial in the form of a training ground where there is a stationary dummy. The training will be 5 parts, and during these parts the players are taught all the base mechanics. These are Blocks, Normal moves, Special moves, Super moves, Hold and Throws(Louis B, 2011).
- After the training, the players are able to explore moves and combos in the training ground. This training ground will be accessible anytime for practicing purposes.
- After each part of the training, the players will have a match which will allow them to apply what they have learned during the training. This will be the validation of the learnings.

Mechanic 2 Strategies/Combos:

- Street fighter 2 has a strategy that can help the players be better at the game. Each character has a specific combos that can be practiced over time like “**Fierce-Fierce Fireball Combo**” and “**Triple hit Dragon punch Combo**” of Ryu or “**High and Low Hit Combo**” by E. Honda(Gamer Logic, 2011) which can be situational.
- There will be a part in the training grounds in which the player can learn specific combos of each character.
- The combos will be taught by holographic characters like Ryu by demonstrating the moves to the player. The game will show the controls and timing in which the keys are pressed during the holographic demonstration. The players only have to replicate or follow the action after or during the demonstration, this will be the validation if the player are able to perform the strategy/combo

Challenge:

- The players are always challenged in every match they take and will test their proficiency in performing the moves and combos learned during the tutorial.

Sources:

Super Street Fighter 2 Turbo Tutorial: Beginner, Taken from Louis B,
<https://www.youtube.com/watch?v=oGKGBtxBCLA&t=307s>

Street Fighter 2: Mastering Great Combinations & Strategies, Taken from Gamer Logic
<https://www.youtube.com/watch?v=IfS02WjRU8g&t=557s>