

Team #WWE - Walking With Elias

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Pet City

1. The play rules and mechanics of our game will be very simple. Beat consecutive enemies in a game of rock-paper-scissors (with a fighting theme) to get to a boss. Players have three hearts of health for each fight, and if that runs out it's game over. Players get five points for winning rounds and ten points for beating enemies, but lose two points for losing rounds. Players win the game when they beat every other fighter and vanquish the final boss!
2. Our goal is to create a two-dimensional fighting game. The player would be on the left side of the screen facing an enemy on the right. Two health bars would be on the top of the screen with a timer splitting them in the middle. Character name would be featured under the health bar. The match will begin, and the three command options would appear on the bottom of the screen. If the player wins, the enemy loses health. If the player loses, they lose health. If the enemy is defeated, the health bar will reset and a new enemy will come out. This will continue until the player gets to the boss, which will have more health and some special effects.
3. Player interaction with the game will be done with mouse and keyboard. The player will click on one of three commands, or choose the key that corresponds to the button. The commands are punch, special, and counter. The system will play out similarly to rock-paper-scissors, where punch beats special, special beats counter, and counter beats

punch. If both the enemy and user select the same commands, the round is a draw and nobody loses health. The enemy will pick their moves from a "randomly" generated number. Points will be rewarded for winning rounds and beating enemies.

4. The music choice would fit the theme of classic fighting games. Each fighter will have their own fight track, and the boss will have a special music track and background. The sprites will be 2D pixel art and have animations for each command.
5. Our game will feature a very basic story with a ton of secret lore for each character. But on the surface, this is the story of the main character trying to win a fighting tournament to save the world!