



G.D.D for "Buddy Fight!"

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February 10th, 2020

General Overview: *Buddy Fight!* is a two-player fighting game that pits two friendly little buddies head-to-head in a fight to the death! There are dynamic platforms and weapons to aid the players in their lust for pixel murder. The game will be in part using the SDL libraries for audio and graphic-related items.

Target Audience: The game is targeted for persons aged 12 and up.

Overall Goal: The goal of the game is simple; Kill or be killed. Rinse and repeat. The winner gains full bragging rights until the singularity consumes us all.

What's in the box?:

Level Design: Background png loaded in as a texture for the background layer of the screen.

Entities will be created and have parameters for x and y pos, and will have a texture.

List of Entities included:

-Platforms (Child of Entity):

- Base Platform for player to walk on.

-ChainPlatforms (Child of Platforms):

- 4 Entities connected, 3 chains and 1 platform for player to walk on,
and the chains/platform will swing between origin pos and a furthest left/right pos.

Top most Entity will stay stationary while the rest exponentially move to create the look of swing.

-HingePlatforms (Child of Platforms):

- 2 Entities Connected, 1 Pivot point and 1 platform for the player to walk on.

the platform will hinge downwards when walked on over time. Starting from its original pos,
and rotating downward 90^Degrees, and then back up again when player is no longer on platform section.

-Crates (Child of Entity):

- Simple crate entity for players to hide behind to avoid damage and
jump onto for height advantage situations.

-Spikes (Child of Entity):

- Death Hazard, Players die if they collide with one.

Player:

Each player is represented by 4 happy, non-toxic circles in a rudimentary body shape, whom would love nothing more than brutal carnage.

The player will be able to move left to right, duck, jump, punch, and use 3 different weapon types.

Since the game is two player, player 1 will be controlled by the keys WASD to move and C to attack, and player 2 will use IJKL to move and N to attack.

Below is a closer look at controls:

-Player 1-

W – Jump

A – Move left

S – Duck

D – Move right

C – Attack/Punch

-Player 2-

I – Jump

J – Move left

K – Duck

L – Move right

N – Attack/Punch

Weapons:

There are 3 types of weapons: Sword, Spear and Gun.

Sword – Allows a player to slash up or down, deals moderate damage

Spear – Allows for a medium range stab, deals moderate damage

Gun – Fires bullets that deal high damage