**Initial Project specs**

**The Legend of Tyrone**

**Names:** Rowan, Shae, Emily

**Program overview:**

Have one karate dude (Tyrone) in the middle of the screen, with random objects flying in/enemies entering from different places that you have to block or strike to get rid of. The game will continue until Tyrone has lost his 3 lives.

**Description of user input:**

Four directional controls, three other controls to attack or block, modified by directional input.

Arrow keys - Move left or right, jump, or duck

E - Punch (wherever you’re facing, uppercut if the up key is also pressed)

W - Block (wherever you’re facing, blocks upwards or downwards if those keys are pressed)

Q - Kick (Wherever you’re facing, sweeps if down is pressed and does a jumping kick if up is pressed)

Esc - Pause the game

**Description of user output:**

Flying objects coming toward the player will require a block to remove, striking it or being struck by it will cause the player to lose health.

Enemies will require a strike to eliminate. Occasionally one will spawn that will require multiple strikes, forcing the user to block or dodge in between attacks.

**Release Schedule:**

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| --- | --- |
| Release 0.25 | Tyrone will appear on the screen and loop his “idle” animation |
| Release 0.50 | Tyrone will move left and right, jump, and crouch according to the arrow keys |
| Release 0.75 | Tyrone will punch, block, and kick while standing still |
| Release 1.0 | Tyrone will punch, block, and kick with modifiers based on directional input |
| Release 1.50 | Enemies will appear on the screen and move |
| Release 2.0 | Enemies will collide and deal damage or be defeated based on Tyrone’s reactions |
| Release 2.25 | Tyrone will be capable of death, and will have a health indicator on the screen |
| Release 2.50 | Health packs will appear, which when struck will break open and restore health |
| Release 2.75 | Tyrone will gain points based on how many enemies he has taken down |
| Release 3.0 | The game will have a start menu which shows previous highscores |

nFrame Master List:

0: Idle right

1: Idle left

2: Moving right

3: Moving left

4: Jumping right

5: Jumping left

6: Crouching right

7: Crouching left

8: Punch right

9: Punch left

10. Punch up right

11. Punch up left

12. Punch down (hook) right

13. Punch down (hook) left

14: Block right

15: Block left

16: Block high right

17: Block high left

18: Block low right

19: Block low left

20: Kick right

21: Kick left

22: Jumping kick right

23: Jumping kick left

24: Low kick right chamber

25: Low kick left chamber

26: Low kick right out

27: Low kick left out

28: Dead right

29: Dead left

I’ve changed it since then so this isn’t it anymore