## Date: November 14, 2019

# COMP 214 Game Design Document

## 

In Attendance: All

Regrets: We feel a day behind

# Working Title: Super Smash BIS

## Description

A two player fighter game themed around tech.

## Game Play Overview

It is a 1v1 two player 2D fighter game that records win streaks. There are two tech themed playable characters, sound effects that relate to the on screen actions, and a tech themed background. Being a two player game makes it more unique than previous projects in Comp214.

The game will use two controllers for input.

Games like Street Fighter helped us come up with our idea for the game as we have all played a Street Fighter game and we all thought that type of game would be fun to create.

### Preliminary Risk & Additional Concerns

Most assets should not be difficult to acquire, however, if there are it will be easy to find alternatives.

We don’t know much about Game Maker Studio and Game Maker Language is new to all of us so it will be a learning experience.

No issues so far with attendance or participation.

During the Design Meeting

During the design meeting we showed assets and proof of concept designs. We showed that our product was feasible and within our time scope.

## Sign Off

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Nanxi Zhou Graeme Hall

Sponsor: Gavin Osborne Sponsor: Mike Barclay