**INITIAL PROJECT SPECS**

**NAME:** Space Monkey Mafia / Nathan & Sarah

**PROGRAM OVERVIEW:**

Alomakoth is a two player fighting game similar to Street Fighter. Players will choose avatars from a selection and battle against the other user until one person wins. There will be health bars, different background to choose from, basic and special attacks,

**DESCRIPTION OF USER INPUT:**

General Options:

* Use the mouse to select buttons to start the game, select background, pause the game.

Player 1:

* A and D (player 1) to move the character left and right respectively.
* S to crouch.
* C to block.
* W to jump.
* WASD to select characters in character menu.
* To use basic and special attacks is space bar

Player 2:

* LEFT and RIGHT(player 2) to move the character left, and right.
* DOWN key to crouch
* P key to block.
* UP to jump.
* Directional keys to select characters in character menu.
* To use basic and special attacks is the enter key.

**DESCRIPTION OF PROGRAM OUTPUT:**

* Buttons: to start game setup of characters and select background, pause game and play.
* Start screen, character selection screen, background selection screen and the actual fight screen.
* Health bar for each character.
* Special attacks will have effects (of somesort, to the best of our abilities).
* Characters on either side of the screen.
* Display winning character.
* Character names already given displayed on the top of health bars