

General Notes

Nice game concept. I like the switching between players, but I would love to see more into how you will implement this. Also, what will the non-selected player be doing while not in use? For simplicity, it might be easier to chunk the battle into two parts, instead of back and forth between the different fights.

Milestone 1

From here on out, grading for milestones is going to be based on your plan from this milestone. You don't have to implement 100% of the ideas you've put here, but if things need to be changed or scaled back drastically, please let me know so we can work things out.

You don't need the art to be 100% finalized yet! For now it is okay to use placeholder art and focus on getting the mechanics done

Here's what I'd like to see for Milestone 1:

- Get your state machine up and running. You'll want states for START, INSTRUCTIONS, GAME, PAUSE, and WIN and/or LOSE. You don't necessarily have to make any crazy tilesets yet, but do something that makes it clear which state you're in during gameplay.
- Luffy. I think the mechanics of his attack will be the most difficult, so try and get started on it early.
- Set up the first fight with toggling between the two player options.
- An idea for your cheat mechanic that makes sense with the game play (does not need to be fully implemented)

Stretch (lol) goals:

- Story/state flow between each battle
- Sprites for all characters

Final Game Requirements	Where I see it implemented
4 sprites, 2 animated	Players, enemies, hearts, fireballs, etc
Two backgrounds	Kaido fight
Tile modification	Where do you plan on changing the tiles? This can be background or sprite tiles
Palette modification	Luffy transformation
Multiple states	Switching between battles

Two sounds	Looping background music: “music that sounds like doom dut da da” Sound effects for weapon contact
Cheat	Have you considered what your cheat might be? An OP weapon/attack is plausible.
In Game Instructions	May be difficult to explain all the mechanics succinctly in the beginning. It might be better to give instructions as you move through different parts of the game.