

2D 1V1 SWORD AND FIGHTING GAME

SOFTWARE DEVELOPMENT PLAN

PROJECT OVERVIEW:

This game offers a local 1v1 experience with simple yet deep mechanics such as attacking, defending, and dashing. We designed it for players who enjoy fighting as medieval knights and clashing with their friends from time to time.

CORE MECHANICS:

The Players are going to have four base mechanics. First of all obviously moving is a key part of the game because players will need to manage their distance carefully. To manage their distance instantaneously the player has another option, dashing allows players to quickly reposition and maintain a safe distance. Attacking is going to provide the player with 3 different options to attack. They will be able to strike upward, horizontally, and downward. Just like attacking the players are also going to be able to defend the attacks coming from upward, horizontally, and downward and successful defense can create opportunities to counterattack. There is also a time limit towards the end of the game to increase the intensity of the action. To win the game, a player must either drain their opponent's health bar completely before the timer runs out or have more health than their opponent when the timer reaches zero.

WHY PLAY OUR GAME :

So our game is going to be simple but learning and mastering the mechanics are going to be a bit tricky because the your opponent is going to have a bigger chance at hitting you than you being able to defend that attack so learning how to read the animations and which direction to defend is going to provide a big opportunity to you. Unlike the games in the same category like Mortal Combat that primarily stands out for its visual experience or like Dragon Ball FighterZ a game known for its deep combo systems and having anime-style visuals. We plan to make the game with a more classical type of visual and sound effects and in the combat department we aim to emphasize the mechanics of range control, blocking and creating an opportunity to land a combo on the enemy.

MONETIZATION PLAN:

Our goal is to publish the game on Steam at a reasonable price. We also plan to send some free game codes to some well-known influencers and ask them to mention our game in one of their videos so the game might gain attention from the people that like this category.

POWERING THE GAME:

To bring this idea to life first of all we need to choose a game engine so we wanted to power this game with godot (gdscript) because it is easier to learn and has some basic interfaces. We are planning to gain some experience and we don't need a really powerful engine for our 2D game with some classical type of visuals. Our team has some experience working with python and the engine's custom scripting language gdscript is just like python and easy to learn new features.

DESIGNING THE IDEA:

Players will first encounter the game's main menu, where they can choose whether to start the game, adjust their preferences through the options menu, view the credits to see the developers, or check where we sourced our models if they liked them. They can also quit the game at any time.

When players choose to start the game, they jump straight into the action and begin fighting. They can see their character's health bar, the timer, and their character ready for battle.

DEVELOPMENT SETUP:

-PROJECT MANAGER and CORE SYSTEMS ENGINEER

Oğuzhan Çelik

-GAMEPLAY ENGINEER

Yunus Emre Yılmaz

-MENU and UI ENGINEER

Tuğana Öykü Yıldız

GITHUB LINKS:

GitHub Repository Link:

<https://github.com/Yuramikon/Principles-of-Software-Engineering-Project>

GitHub Project Board Link:

github.com/users/OguzhanCel/projects/3