**Unusual Fight Scheme**

1. Game overview

Platform：PC

Controler：mouse

Game type：3D Leisure games

Camera：Perspective camera First-person follows

2. Game rules

* The game is a battle game in which the player manipulates an object with a turn system and confronts the object on the table.
* The control method is to apply a selected direction and size force to the selected point of the object, so that the object hits the target and knocks the target away from the safety zone. When there is only one object left on the table, the operator of the object wins.
* The shape, weight and material of the object affect its speed, friction and elasticity.
* The game function is based on the engine's real physical simulation.

3. Game map

* The map is divided into two categories: safe area and death zone. The player fights in the safe zone, knocking the enemy out of the safe zone and being eliminated once the enemy falls into the death zone.
* Some maps have traps, props and damaged buildings.

4. Game Level

The game is designed to give the player easy pleasure, the difficulty depends on the enemy's AI intelligence, the basic properties of the object, the player's understanding of maps and props.

5. Game items

Some items in the map that use the trigger directly after contact.

a. Effect props

Increase/decrease weight, increase/decrease friction, increase/decrease volume…

b. Card

Each time a player successfully hits an enemy, he or she receives a random card to store in the card slot, up to a maximum of three. After each contact, you can use a card, card effect similar as effect props.

6. Technical difficulties

* How to operate in strength and direction
* Balance of the fight between objects
* The design of the map