## Introduction

Punch For Glory is a turn based strategy games(TBS) unlike most of the TBS Punch For Glory’s concept is boxing. In TBS category most of the games are in concept of war and players generally focus on having a strategy to defeat their opponents and make themselves stronger in each battle and eventually they face their nemesis at the end. Main purpose of TBS are defeating all opponents and meet with BOSS at the final stage (Though some games additional game modes other than story).

To give an example punch club has similar understanding of gameplay although there are some differences between them it helps to understanding main concept.([link](http://store.steampowered.com/app/394310/?snr=1_7_7_151_150_1))

In Punch For Glory we mainly focused on developing our games more user-friendly. We are going to simplify some troubles coming from excessive amount of variables in game and more focused on game play.

Objective of Punch For Glory is to beat the BOSS as well as other TBS. To reach main ending of the game player should win the tournament in 2 months. To progress in game player should register to the tournament. After registration in every 5 days, there is going to be a tournament match by winning those player can rank up. When player reach 2nd position, the player fights with BOSS for winning the game.

The game will be a desktop application and will be controlled by a mouse.

## Overview

Punch For Glory is a TBS where main character is an boxer. Punch For Glory is a TBS where main character is an boxer. Punch for Glory aims to entertain player by developing his very own character and creates very own adventure. While trying to set balance on bank account and trying to prepare next match player sometimes have to sacrifice from something and provide other needs. Players ultimate aim is to win the tournament and boss.

## Gameplay

Only required hardware is mouse to play Punch For Glory. Player can choose place on map. In places several actions can be found. Time for player will be shown at the right top, player can follow period of day from there. When player click on actions, its corresponding results will blink on screen. Green numbers will show how a stat, money or exp increases red number are for losed ones. In matches there is going to be different menu for using pre-determined skills.

## Levelling

There are 2 leveling systems in game. 1st one is to character development. As our character trains he gains experience in addition to increase his stats. By increasing his experience player can unlock new skills. 2nd levelling is the one in tournament. To end the game player have to reach 2nd place. Our character start from worst rank and by defeating his opponents he can rank-up. If he loses then he plays with the opponent under him, if player lose against the one who has less rank rank-down. When player reaches 2nd rank he earns right to fight against boss.

## Places

There are 5 places in game those are workplace, arena, gym, streets and home. Workplace is to having solid income it does not have any risk but income is not much. Arena is to fight in tournament matches to take a place in tournament player have to register tournament in arena. Gym is to work out and improve players stats. Streets is an alternative fighting mode to arena, player can fight anytime in streets and income is more compare to workplace but it is more risky as streets doesn’t have rules. In street fights sides can use baseball bat, knife etc. Therefore it is more likely to injured in streets rather than arena. Home is to rest and ending days. There is no danger in home but player have to efford rent to have home otherwise he kicked out of house and to get move in again he has to pay re-open money.

## Items

There are some wearable items in game. Items brings extra stats. Gloves and shorts can be use in any match but weapons can only use in streets. In gloves and shorts color of them determine their extra stats, in weapons there are sharp and blunt weapons. Sharp weapons has more damage while hard to hit with blunts are less damage but easier to attack with.

## Character

In Punch For Glory characters are stickmans. Enemies vary in colors each has its specific color. Player can choose main characters color in login screen. To distinguish boxers stickman’s color, glove colors or short colors.

**3. Requirement Specification**

**3.1 Functional Requirements**

**3.1.1 Play Game**

Glory for Punch is a kind of an arcade game. The main purpose of the game is beating other boxes in the league and become champion. At the beginning of the game, Player chooses difficulty level which are Normal and God Mode. After that, the player chooses his boxer’s fighting style which are tank, butterfly, hammer. Depending of the Player’s choose his boxer starts the game with little advantages which is increasing his stats little bit. Tank increases his health. Butterfly increases his agility. Hammer increases his attack’s damage.

In Normal mode and God mode, after choosing his fighting style, Player enters the league. His first challenge is fighting against the best boxer in the league. This first match is absolute lose which indicates the Player must train his boxer in the gym by selecting different type of trainings which have different results on boxer’s stats. After completing some trainings, boxer starts to glorify his career by fighting with other boxers in the league. The player starts the league at the bottom, and he tries to increase his position in the league by beating his opponents. In order to win the game, the Player has to beat the best player. If the Player loses the final match, he loses the game. Otherwise, he wins the game.

Winning matches grant some money for paying his apartment’s rent and gym’s rent. However, winning matches won’t grant enough money to live. The player must work or fight in illegal box matches to earn money. Also, the Player can purchase some power ups with his money. These power ups and illegal box matches makes game much more challenging and enjoyable. Also, The Player has only 3 move options in a day. He should choose his actions strategically to win the game smoothly.

In Normal mode, losing a match has no penalty to the player. However, in the God mode, losing consecutive matches causes to lose the game.

**3.1.2 Change Settings**

**3.1.3 Pause Game**

The game can be paused during box matches. Then, the player can continue the match where he paused. However, closing the application causes to lose all the progress.

**3.1.4 View Help**

The player can get all the information about the game in that section. This information mainly aims to show purpose of the game, difference between Normal mode and God mode. Also, shows the controllers of the game.

The information that will be shown:

* Main purpose of the game
* Difference between Normal mode and God mode
* Controllers

**3.1.5 View Credits**

Player can reach information about the game’s developers. Also, it has a contact information. By using this information, the Player can communicate with the developers to help the development of the game in the future.

**3.2 Non-Functional Requirements**

**3.2.1 Game Performance**

The smoothness of the game is one of the most important features. While fighting or going somewhere on the map, game should not wait player because of decrease in its response time or frozen totally. We will make the game run smoothly every part of the game even when boxers use animations in a fight. The game will run in high smoothness and performance through the gameplay.

**3.2.2 Wide Range Skills**

In a fight game, different actions in fights increase playability of the game. Also rich skill list offers more fun to users while playing, and also lead different tactics and attack types. Therefore we will develop a game has a wide choice of skills in skill list. We will show Players a rich list of fighting skills, so a Player can develop different fighting tactics and attack combinations. These skills will be included kicks, punches, and even some other parts of the body attacks.

**3.2.3 Interface**

We will build an user-friendly interface which provides users to understand how to play easily, and not confused them by complicated options or features in the interface. The main purpose of our interface is will be ensure that people who do not even know using computer very well can play our game easily. The instructions will be clear and simple. Therefore interface of the game will provide user-friendly game environment.

**3.2.4 Extendibility**

The game has a developable foundation. There are lots of ways and points can be improved and extended for later updates. For example, different maps or storylines can be added to the game later on. We will also design the game to be easily extended later.

**5. Interface**

**5.1 Main Menu**

Main menu has a simple outline. It has only 5 buttons which are “Start Game, Settings, How To Play, Credits, and Exit”.

Start Game: Button for starting the game. It leads another panel which user will chose game mod.

Setting: This button leads the game options. Settings panel include sound control, appearance control. User will be able to open, close, and adjust sound level in sound control part. User will change the outfit of the player’s boxer. This is only changing in appearance so it does not affect gameplay or level of character.

How To Play: This button open a text panel which explain game controls. It shows which buttons can be used and what they are used for with a detailed explanation.

Credits: This button leads a text panel which contains information of game developers.

Exit: Button for exit the game.

**5.2 Map**

Map shows the overall map of the game. The user can see the place icons in the map which are home, gym, work. User will use map to travel between places in the game. Each place has specific purpose in the game.

Home: Used for rest end of the day.

Gym: The player will use gym to train his boxer in the game.

Work: The player needs money for buying items and rents of gym in the game so he needs to make his boxer to work sometimes. Work is the place where boxer make money other than fights.

**4. Use Cases**

Use Case Name: Play Game

Primary Actor: Player

Stakeholders and Interests:

* Player aims to win the league.
* System keeps the Player’s stats, experience, money and place in the league.

Pre-condition: Games starts with default difficulty mode and fighting class. Player can change difficulty mode and fighting class before game starts. These changes will be saved for the rest of the game.

Post-condition: If Player increases his stats, experience, money and place in the league, these will be updated by the system.

Entry Condition: Player selects “Start Game” button from Main Menu.

Exit Condition: Player selects “Back to Main Menu” from Pause Menu.

**Success Scenario Event Flow:**   
1.Player starts the game.  
2. Player starts playing from base stats of fighting class and default money and experience.  
3. Player plays until win against his next position opponent in the league.  
4. System increases the place of the Player in the league.  
5. Player again starts playing until win against his next position opponent in the league.

*Player repeats the steps 3 – 5 until win the league.*

6. System shows congratulations message.

7. System returns to Main Menu.

**Failure Scenario Event Flow:**

1. Player starts the game.  
2. Player starts playing from base stats of fighting class and default money and experience.  
3. Player plays until win against his next position opponent in the league.  
4. System increases the place of the Player in the league.  
5. Player again starts playing until win against his next position opponent in the league.

*Player repeats the steps 3 – 5 until lose against the rank 1 opponent or in God mode, loses two consecutive matches*

6. System shows failure message.

7. System returns to Main Menu.

**Alternative Flows:**  
3A. Player plays until win against his next position opponent in the league.  
 3A.1. Boxer train himself in the Gym until has enough stats to face with the next opponent.  
 3A.2. Boxer chooses his skills from skill list.  
 3A.3. Two boxers use their skills to decrease opponent’s health.  
 3A.4. The boxer whose health becomes zero will lose the match  
 3A.5. If the Player’s boxer wins the match, place of the boxer in the league will be increased

(POWER UP VE PARA KISMI YAPILACAK)

1. If player requests to pause the game at any time during the box matches:  
   A.1. Player clicks pause button on the screen.  
   A.2. System pauses the game.  
   A.3. System continuous when the Player clicks the pause button again.

Use Case Name: View Credits

Primary Actor: Player

Stakeholders and Interest:

- User aim to reach the text panel which contains contact information of game developers.

Pre-conditions: User should be in main menu.

Post-conditions: -

Entry Condition: User presses the “Credit” button in main menu.

Exit Condition: User presses the “Back” button to return main menu.

Success Scenario Event Flow:

1. System shows text frame which contains contact information of the developers.

Alternative Flows:

A. If user wants returning to main menu:

A.1. User presses the “Back” button to return main menu.

A.2. System displays main menu.

Use Case Name: Change Settings

Primary Actor: Player

Stakeholders and Interests:

- Player wants to change game settings which are sound setting and appearance of the boxer.

- System saves the changes.

Pre-condition: At the first opening of the game, system makes settings as default. After changes are done, system updates new version of settings.

Post-condition: Game settings are updated.

Entry Condition: Player presses “Settings” button in main menu.

Exit Condition: Player presses “Back” button to return main menu.

Success Scenario Event Flow:

1. Player selects “Settings” button and reaches the game settings panel.

2. Player can change game settings.

3. System updates the changes.

Alternative Flows:

A. If Player wants returning to main menu:

A.1. Player presses “Back” button on settings screen.

A.2. System updates the changes.

A.3. Player returns to the main menu.

Use Case Name: Mode settings

Primary Actor: Player

Stakeholders and Interests:

- Player wants to choose game mode, and the boxer’s fighting class.

- System offers “Normal Mode” and “God Mode” as difficulty level.

- Player can select either “Tank”, “Butterfly”, or “Hammer” as the fighting class of the boxer.

Pre-condition: At the first enter to game, mode and class are chosen as default values. When Player makes changes system will update these settings.

Post condition: Game mode and fighting class settings are updated.

Entry Condition: Player presses “Mode” button in main menu.

Exit Condition: Player presses “Back” button in mode screen.

Success Scenario Event Flow:

1. Player presses “Mode” button in main menu.

2. Game mode and fighting class settings are showed as multiple choices.

3. Player chooses one of the choices.

4. System updates game mode and fighting class settings.

Alternative Flows:

A. When Player wants returning to main menu:

A.1. Player presses “Back” button in mode screen.

A.2. System updates game mode and fighting class settings.

A.3. Player returns to main menu.