* Name: **Ichi-ni Fighting**
* Objective: Reduce the health of the opponent to 0 before he does so to you, or have higher health than your opponent when the timer runs out; this constitutes a win. Win twice to beat the opponent, therefore you play best-of-3 matches.
* How to Play/Controls: Two players control two characters using either the keyboard or arcade buttons. The arrow keys and WASD or two joysticks are used to move the characters on the screen, and each player has a punch and a kick key.
* Important mechanics:
  + Each player has health that can be depleted
  + Each character has moves that have specific hitboxes that cause hitstun to the opponent.
* I want the sprites in my game to look like the sprites in **Yie Ar Kung-Fu** as they are aesthetically appealing and are simple enough to make.
  + Examples:
    - <https://www.youtube.com/watch?v=Zh9mPILeuOk>
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