

PUNCHY PUNCHY OVERVIEW

THE CONCEPT

Punchy Punchy is a 2D side-scrolling fighter featuring two intergalactic robot tanks equipped with extendable boxing gloves trying to punch their opponent outside of the huge arena.

The arena is segmented into rooms the size of the screen, which inhibit progression. To reach the end of the arena, players must punch their opponent multiple times to send them flying through the edges of the screen. To top it all off fights get zanier as time goes on, because every time you get hit, you get knocked back even further.

THE ABILITIES

Players are allowed one special ability to take with them into the fight. These abilities charge up based on time passed and hits taken. Specials activate for 5 seconds, charging again.

The special abilities available are level-specific, and players will only have 3 options for a level. Examples include “triple jump”, “heavy mass”, and “traction tires”.

THE TANKS



The robot tanks of Punchy Punchy allow players to melee in three different directions: directly in front of them, upward at a 35 angle, and directly below them.

The tanks are also equipped with spring hydrolics, allowing them to jump in the air twice before touching the ground again.

THE ARENA



The Punchy Punchy arena is a long rectangular space, 5 screen spaces in width. Both players and the camera start off in the center of the arena. The camera is locked in place until one player is knocked up against the edge of the screen with a high enough velocity. The camera will continue moving until the player comes to rest. The red tank can only be smashed through the right side of the screen, the blue tank can only be smashed through the left side. Otherwise they simply reflect off the other wall.

THE LEVELS

LEVEL 1

Intergalactic Robot Arena

- Plain arena with 7 platforms
- Normal Gravity
- Normal Friction
- Normal Bounciness

LEVEL 2

Low Gravity Arena

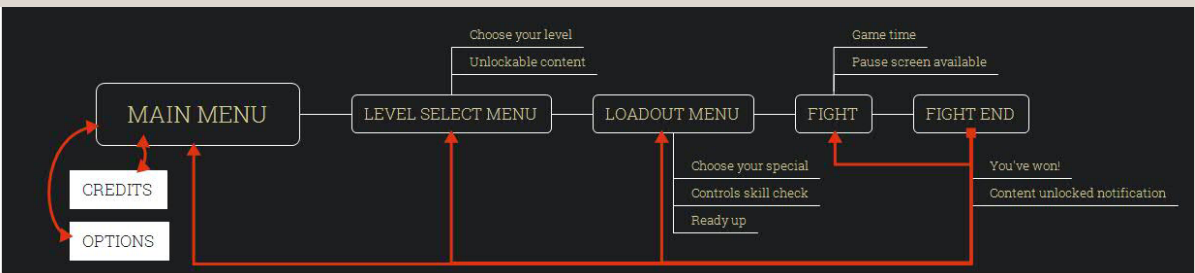
- Low gravity + trampolines
- Low Gravity
- Normal Friction
- High Bounciness

LEVEL 3

Hectic Intergalactic Battle

- Spiked platforms + gaps
- Tilting Gravitational Pull
- Normal Friction
- Normal Bounciness

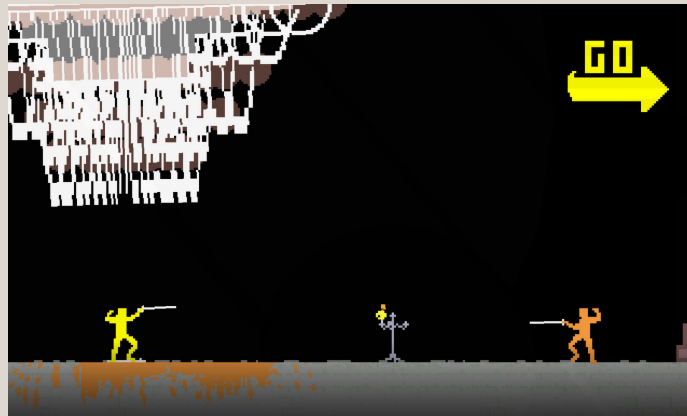
THE GAME FLOW



PUNCHY PUNCHY RESEARCH

THE MECHANICS

The level design of Punchy Punchy is inspired by *Nidhogg*. The huge arena segmented into screen-sized playspace is one of the biggest design points of Punchy Punchy. The quick and simple combat creates a lot of tension without much complexity with a unique camera.



The second game that inspired Punchy Punchy is *Super Smash Bros.* and its knockback system. The ability to fly further as you get hit more creates a quick combat system that snowballs into tense situations.



THE LOOK

Metal Slug is the video game inspiration for the aesthetic of Punchy Punchy. The game is cartoonish, yet still carries heavier weight to it.



The art style is pixelated, with a neutral color palette for anything that is not a primary concern to the player. Things that could harm or empower the player are in bright bold colors to get their attention.



A specific level from *Metal Slug* that directly applies to Punchy Punchy aesthetically is the space flight. The rich blues with lighter highlighting in the background allow interactable objects to pop.

THE SOUND

To go along with the *Metal Slug* theming, the music from the game serves as inspiration as well. Hyper beat with a strong drumset baseline helps convey the action-packed sequence of events to the player and getting them into the right mindset.

HONORABLE MENTIONS

There are some other media that have been looked at for the game's look, feel, and experience:



(From Left-Right, down):
Duck Game
Divekick
One Finger Death Punch
The Jetsons
Toy Story's Pizza Planet



PUNCHY PUNCHY CONCEPTS AND PLANNING

CONCEPT 1

Concept 1 is a 2D silhouette-stye platformer featuring animal-based powerups. These powerups would physically allow players to access more areas, and graphically change the silhouetted player with aspects of animals they’ve collec ted. This is mainly inspired by *Ori and the Blind Forest*. This is easily implementable in our current engine, as we have physics and platforms completed.

CONCEPT 2

Concept 2 is a multiplayer 2D puzzle experience that features cooperative puzzle solving, focusing on patterns and physical objects rather than math or riddles. This is inspired by *Ibb and Obb* and a mobile game called *Topsoil*. This would require more implementation in engine, but multiplayer capability has already been created in engine with the intention of controller support.

CONCEPT 3

Concept 3 is a linear RPG set in a fantasy world. This concept heavily takes inspiration from older RPGs, like *Final Fantasy* and *Dragon Quest*. To be able to implement this idea there would be a lot more work needed in engine. Concept 3 is a long shot concept, and most likely never going to see the light of day.

THE PLAN - SPRING

