StickMatch

Game Proposal

Rico

November 7, 2013

Contents

Overview

StickMatch is a 3D fighting game for *Linux*, *Windows*, *Dreamcast*, *Xbox*, and *Pandora*. The goal of the game is to Knock Out [KO] your opponent via a series of punches and kicks. Initially, there will be a single player mode where the player must defeat eight opponents to win the game. Each opponent has a separate *stage* which will be themed differently depending on the character the player is facing. To advance to the next stage, players must complete a set amount of rounds (which can be set by the player), defaulting to three rounds to win each stage.

Players have three main actions they can use: *punch*, *kick*, and *guard*. *Puch* is a quick jab with either the left or right arm (this is determined by the cool-down time which resets the arm to alternate). *Kick* is a high-reach attack, allowing for more damage to be dealt if landed successfully. *Guard* blocks attacks and dampens the damage inflicted on the character.

Multi player mode allows for two people to play against each other in any stage they see fit. Whether it's Online or as a local game, the host can choose the settings for the game (such as the rounds available and stage rotation).

Gameplay