**Unusual Fight**

1. Overview

Platform：PC

Control：Mouse

Genre：Arcade, Arena combat

Camera：Perspective camera follows, First-person view

2. Gameplay

* The game is an arcade game with 2 players(one is AI in the demo, but should be a real person opponent). A player give a force to his object. His object will go to hit the opponent’s object.
* One should use his object to hit the opponent’s object off the arena. When there is only one object left on the table, the object’s owner player wins.
* The control is to apply a certain vector force to the object, so that the object receive a momentum. The shape, mass and material of the object affect its velocity, friction and elasticity.
* The game uses the Unity’s build-in physics system.

3. Arena

* The arena has a large safe zone and is somehow symmetry. Allow 2 players has a balanced start.
* The arena has dead zone below. Objects knocked out from safe zone will enter the dead zone.
* Some arenas have props like damaged buildings, some even have traps with different small physics mechanics.

4. Challenge

The game is designed to give the player easy pleasure.

The difficulty depends on the opponent’s AI and the player's understanding of the arena.

5. Props

Some items in the map will trigger some effect after collide.

Example:

Increase/decrease mass,

increase/decrease friction,

increase/decrease volume…

6. Technical difficulties

* How to interact with the strength and direction of the input force to give
* Balance of the fight between variant objects
* AI design and implement
* Arena design
* How to make this simple game look better without real art stuffs