

## Ultra Super Boxing Turbo

Idea: Arcade-style Punch-Out clone, with short Wario-Ware style microgames in-between each match. Each Minigame powers up one of your attributes: Speed, Power, or Stamina. Each match an enemy is generated for you on a sliding scale of difficulty. Defeat 15 boxers, win the game.

Fair warning: A lot of this will probably be cut.

Priority List:

Boxing Mode

Minigames

Minigame Select

Start screen

Char setup screen

Flow of play:

Start → Fighter Setup → Minigame Selection screen → Minigame → Fight → Loop to Minigame Select → End

Screens:

I'm thinking of handling them using a node system. Nodes act as screens, containing all of the logic necessary to make that screen work. Switching between nodes allows certain consistent things to be passed between screens without having to bother to make a save system or use Async loading.

- Start Screen
  - Just the basics: Start, Credits
- Fighter Setup
  - Lets you choose your fighter's physical appearance.
  - Attributes:
    - Boy/Girl
    - Skin Color
    - Clothing Color
      - Gloves
      - Shorts/Headgear
      - Boots
- Minigame Selection Screen
  - A simple screen with 3 highlightable options on it. Has a short timer, which forces you to choose one if you don't select one yourself.
- Minigame

- You do these to train. doing better at them makes you better at its corresponding attribute
- 3 Minigames
  - Jogging (Stamina)
    - Button Mash for maximum speed.
    - Ups health
  - Sandbag Training (Speed)
    - Keep time to the beat which slowly gets faster.
    - Has a slider which moves left and right. Press the button in the “StrikeZone” in the middle to progress and make the slider move faster
    - Ups attack speed/dodge speed
  - Pushups (Strength)
    - Has a slider that moves up and down. (This Slider corresponds to the animation state.) Press the button when at the ends to succeed.
    - Ups attack power
- Boxing
  - Essentially a punchout clone, but with a person your size as your opponent.
  - Win 15 times to WIN.