

Platform Fighter

Universal Tech

Walking & Running

There are two ways I can do this, either, I have the run option be activated by a toggle, or have the player double tap a direction, I will probably incorporate both as a setting because I see downsides for both but neither are necessarily bad. Walking will be used for more precise movements, and running will be used to rushdown opponents.

Dashing

Dashing is the period of time before running, a dash leads into a run, usually during the dash you are at the fastest point in your run, so you get...well a running start. During your dash though, you cannot act until the dash animation has finished, so you can repeatedly dash towards your opponent, which will be faster, but you risk not being able to hit them in time, since you cannot act while dashing. But you CAN act while running and walking

Turn Around

While running, if you try to turn around, it will play a turn around animation. In this turn around animation you CANNOT act, but, if you B-reverse (talk about this later) you can turn around without losing your momentum.

Friction

Each character has friction, friction defines how long it takes for a character to slow down after running. Friction also relates to how long your wavedash (talk about this later) is, if you have low friction, your wavedash is long, if you have high friction you go basically nowhere.

Stats

Every character has a different speed stat, each character has a different run, walk, dash, and turn around speed, this will define the general feel of the character on the ground, characters also have different friction stats, which defines how fast they can slow down after a dash or run, walking ends instantly though.

Jumping N' Stuff

Jumping works by adding momentum upwards, this momentum adds to momentum from attacks (talk about this later) which will punish trying to jump yourself out of every situation like in Smash Ultimate. But this also means you can jump out of combos, oh..

Jump Squat

Every character has a jump squat, which is the period of time after pressing the jump button before actually becoming airborne. Your character does a little animation before jumping that lasts around a couple frames. Every character's jump squat is different, it can range from a minimum of 3 frames, all the way to 10, which is horrible.

Footstool

You can footstool other players by jumping on their head which will stun them for a short while after footstooling. This can lead to combos which u can use to start them and or in the middle of the combo, you can also footstool people out of shield but you cannot footstool players during a move, so no spamming jump out of combos and hoping something works.

Airdodge

Every character has an air dodge, air dodges in this game are a lot faster, and go slightly farther. You can also air doge out of a move to cancel it into another move. But unlike smash bros, air dodges do not give invincibility, they give super armor, you still get hit and take damage but no knockback.

Wavedashes

With airdoges comes wavedashing, wavedashing is a bit easier in this game, you can airdodge during your jump squat animation to initiate a wavedash, which means the window to wavedash is bigger for characters who have worse air movement. Your wavedash also depends on how much friction you have since you wavedash further with less friction, since its constantly slowing you down since in a wave dash you are technically standing still.