

Game Plan

(He he)

Platform Fighter!!

Universal Tech/Physics

Walking and Running



How walking and running will work is like it always has. It will move your character left and right, and your character will squat if down is pressed. You will also be able to walk at a slower pace if you want to walk up and down smash. Running will work by holding the control, and you will be able to walk if you simply tap the button. (or if I ever make a feature where you can use a control, lightly tilt it to walk) Each character will have a set walking and running speed.

Jumping and Air Speed

Jumping will work slightly different than normal, Instead of a simple jump, it will add upwards Momentum. So you can be killed really stupid Early if you jump as your getting hit because the Momentum from your attack will be added onto The momentum of your jump. Which will discourage spam jumping. Your air speed will be different from your running and walking speed, an example of this is Jigglypuff, she has high air speed but low ground movement which is why she is constantly airborne.



Foot Stool



By jumping on someone's head, you can leave them in a stun animation Without actually hurting them. This leaves them open to attack, maybe A down air or fast fall nair, which can lead to combos. You can also foot stool someone out of their shield, nerfing shield spam. Speaking of shields though...

Shielding, and parrying



There will be no shield poking like smash brothers but to compensate for that, shields will be a lot weaker making shield brakes more common. Shield has been nerfed a lot but parry's have been made easier to hit with a bigger window to initiate a parry. Parry's also regenerates shield and gives you more of a reason to parry.

Air Dodge

In the air, pressing the shield button, will initiate an air dodge, which makes you fully intangible, you can also angle this dodge so you get a slight boost in the air. Air doges will be a lot faster and will go further in this game. And with air dodging there will be...

WAVEDASHING!!!!!!!!!!!!!!

Yes you heard me right, wavedashing. Wave dashing will be like it is in Nick all Star Brawl 2 where you can press jump and the shield button at the same time to initiate it, or during your jumpsquat, which is the time before you jump, usually a couple frames, a minimum of 3 frames and a maximum of 8. Meaning the time to wavedash will be different with each character, you also have to be holding a direction because if not you just shield.