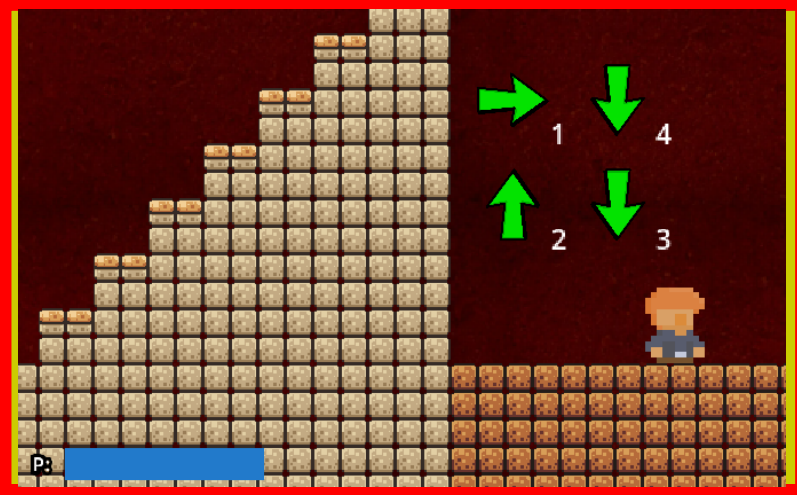# Fist Fighter- by Alec Arza

An action-adventure game where you enter a set of numbered arrow keys to boost up your multi-attack and more easily beat the level boss.

Borris wakes up one day to find a very unrealistic world reminiscent of one of his most frequently recurring haunting dreams. An answer lies at the end as to why the dream has manifested into the real world, but it is not straightforward and there are several unkind figures that will not step out of his way to get there.

My Mechanic: Arrow Quick-Time Sequence

When you enter the boss area, 4 arrows that are randomized to face either up, down, left, or right appear above you for a short amount of time. Numbers are also assigned to each arrow to indicate the order the arrow keys matching the arrows are to be entered.

The intended purpose of my mechanic was designed to make players think fast, with the arrow sequence adding a element that can be used to damage bosses and incentivize the player to charge up the multi-attack since I wanted it to deal substantially more damage than a normal punch.

Play at https://alec-a.itch.io/cps293-game-project