**Move Burst**

**(Working Title)**

**DESIGN DOC**

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# Introduction

## Summary

## Inspiration

**Guilty Gear -Strive-**

Guilty Gear -Strive- is; overall, a well-crafted experience – from its anime-inspired visual style to its roster of characters and gameplay. This; in conjunction with the game’s pace and flow of combat, allow for an array of different play styles for players to take advantage of

**Street Fighter 6**

Street Fighter 6 provides more of the basis of mechanical inspiration compared to Guilty Gear, serving as a template for handling command inputs, buttons available to the player, and so on. However, Street Fighter 6’s Drive Gauge system, which allows players to easily cancel out of attacks, parry and launch a formidable attack, serves as the inspiration for this game’s movement gauge system. More on that below.

## Player Experience

## Platform

The main target for this project is Windows PC, however if expanded upon and supported, then additional platforms such as Xbox, PlayStation and Nintendo Switch can also be supported.

## Tools

* Unreal Engine, C++ and Blueprinting will be used for programming, with Blueprinting aiding in early prototyping.
* Mixamo will be a source of animations for the purpose of prototyping, future changes are unknown at present.

## Genre

* Multiplayer.
* 2.5D Fighting Game.
* Casual/Competitive.

## Audience

With an emphasis on fast-paced, dynamic gameplay that is easy to pick up but harder to master, this particular project is catered towards primarily towards competitive gamers, although casual gamers are not entirely excluded from the intended audience.

# Game Concept

## Gameplay Overview

The player takes control of a character with their own unique kit of moves, ranging from Light to Heavy, as well as command inputs for special attacks. Much like other 2.5D/2D fighting games, the player’s goal is to reduce their opponent’s health to 0 to win a round and win multiple rounds to claim victory overall. However, they must do so while managing their movement meter, a resource that dictates their ability to move.

## Primary Mechanic (s)

* **Movement Meter:** A meter that is separate from the player’s special gauge. This meter increases when the player attacks the opponent, with them receiving more d

## Secondary Mechanic (s)

# Art Style

## Inspiration

## Concept Art

# Sound Design

## Music

## Sound Effects

# Game Experience

## UI

## Controls

# Development Timeline

## Minimum Viable Product

## Stretch Goals