

MOMENTANIUM

PROTOTYPE PLAYTESTING

Final Year Project by Thomas K

Download the prototype here: <https://totallyporff.itch.io/momentanium-prototype>

Submit the survey here: <https://forms.gle/xLaW5YyA78Sju2JV8>

WHAT IS MOMENTANIUM?

Momentanium is a platformer fighting game inspired by games such as *Brawlhalla* and the *Super Smash Bros* series. Where *Momentanium* differs from similar games is the heavy focus on momentum and keeping up your attacks, as the platforming has been programmed to maintain your momentum, and attacks deal more damage the faster you are moving.

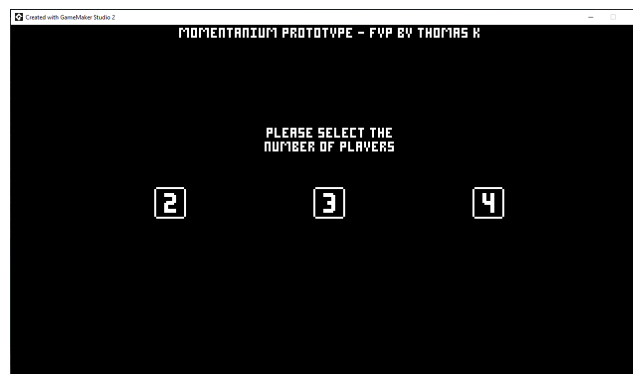
Furthermore, each attack deals extra damage called *combo damage* (indicated by the yellow section of the health bars). Any *combo damage* done to a player is regenerated back over time, meaning players are encouraged to play more aggressively to take full advantage of *combo damage*.

This prototype was created for a final year project to look into and experiment with the mechanics commonly found in platform fighters, as well as test out new potential mechanics that could be implemented into future games of this genre. I hope you enjoy it!

HOW TO PLAY

You can play this game with multiple controllers. However, for the prototype you will need a mouse and keyboard to be able to start, restart, and close the game. After you have played the game, please make sure to fill out and submit the survey which can be found at the top of this document.

Firstly open the link found at the top of this document. The link will take you to an Itch.io page where you can download the game. Once downloaded, open the .exe, and the game will open up to this:



This is where you will be able to pick the number of players you want in the match! To select the number of players you want click on one of the buttons, and the game will load up a match. Here all you need to do is take control of one of the characters by either pressing *any* key on the keyboard, or the *Start* button on controllers, and you are ready to start playing!

The aim of the game is to be the last player standing by defeating all your opponents. You can do this by dealing enough damage for them to die, or by knocking them outside of the stage. Doing this will lower their lives by 1, and when they have no lives they are out of the match and will not respawn.

CONTROLS

As with the aforementioned platformer fighter games you can freely control your character horizontally and vertically, with platforms to walk on and jump off of. In terms of attacks, the *Momentanium* prototype only has the following 6 attacks:

Basic Attack - Neutral Button while touching the floor

Side Attack - Neutral Button + Left/Right Button while touching the floor

Down Attack - Neutral Button + Down Button while touching the floor

Basic Aerial - Neutral Button while in the air

Side Aerial - Neutral Button + Left/Right Button while in the air

Down Aerial - Neutral Button + Down Button while in the air

Furthermore you can dodge attacks by pressing the *dodge button*. Doing this will make you invulnerable for a short amount of time (indicated by your character being green), and has a cooldown until you can use it again (indicated by your character fading in and out).

Keyboard



Controller

