**INITIAL PROJECT IDEA**

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| Student Name: | **Thomas Knight** |
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| Student Number: | **V8052473** |

**Project Working Title:**

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| **Momentanium** |

**Project Description:**

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| **Momentanium** is a platforming fighter, similar to that of the *Super Smash Brothers series*, *Brawlhalla*, and *Rivals of the Aether*, but with a twist: The more momentum you character has, the more damage your attacks will do, encouraging players to try and conserve their momentum while pulling off combos. This, combined with a unique health system in which each attack deals permanent damage (cannot be regenerated) and combo damage (regenerated over time), will create a fast-paced game which rewards the player for taking aggressive risks.  The aim for this game is to try and shake up the platform fighter genre a bit, as most of them nowadays use the same base mechanics (For example, the percentage meter that makes you take more knockback the more you have) and therefore heavily rely on adding a new mechanic to make it unique. I feel that changing the movement to something more dynamic, and combining the standard percentage meter with health bars commonly found in other fighter games, could make it a lot more unique and interesting. |

**Motivation for project choice:**

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| The reason I went for a project like this is because I wanted to improve on my physics, AI, and mechanics programming, as they are all areas I am interested in, while also taking this opportunity to use my other skills to make a good game. I felt that a fighting game fits these requirements, and considering that I have previous experience with researching how they work, I believe it was the best pick for my final year project. |

**Background research carried out so far:**

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| The only document I have found that is relevant to me so far is a document on standard fighting game’s design. There are plenty of documents on fighting game Ais, so those will prove to be more useful later down the line when the game’s structure is set up.  Ketonen, Miikka. *Designing a 2D fighting game.* 1st Edition. [PDF] Available at: <https://www.theseus.fi/bitstream/handle/10024/118514/Thesis_Miikka_Ketonen_KAT13PT.pdf?sequence=1&isAllowed=y> [Accessed 13 Jan. 2021] |

**Proposed project artefact:**

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| A downloadable platform fighting video game that can be played with local multiplayer |

**Hardware/Software you intend to use:**

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| I have all the hardware and software I need to produce this game. Currently I am using a laptop, but will be finishing my desktop PC late February (hopefully), so work might slow down a bit then as I transfer everything over.  **Hardware:**   * PC/Laptop + General Peripherals * Controllers   **Software:**   * Gamemaker Studio 2, as its great for 2D games and is something I am very used to. * Github for storing and managing the project. * FLStudio for sound effects and music. * Aseprite for pixel art and animation. |

**Give the name(s) of any staff you have consulted:**

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| Martin Kane |