Mock Fighting Game

This is a mock fighting built using Unity and C#. The point of the project it to gain experience and test out possible ways to run a game. Features that are currently in the game and that will be added in the future will not be the most efficient solutions. My goals are to get it running and see if the current features work before modifying the code and making it run faster and smoother.

Currently Running

Currently working features are movement, block detection, attack inputs, and character stats. All inputs are currently programmed to run off of a controller/arcade stick. Input checks for special move motions. Example the classic Street Fighter motions are implemented. Quarter Circle Forward motion are detectable and a Boolean is currently displayed to show if the inputs were correct and will be removed once proper animations are added in.

Features to be Added

Animations will be added alongside proper hit boxes and damage/meter calculations. A more lenient input detection; currently you need to press (PlayStation controller) Square and X at the same time to perform a grab. Some leniency would be added as to not make it so exact/difficult. Different meters to show off health, super moves, and stuns. Dashing will be added and a set jump trajectory. Inverting movement once the players switch sides. Displayed inputs. Lastly over all improvements to the code to make it run more efficiently. Last thing would be to program an AI to fight against.