### MAP SETTINGS

Background Image: choose a file...

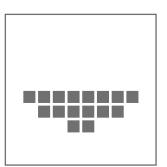
Background Music: choose a file...

**GAMEPLAY** 

reset to default

Gravity: 1.0

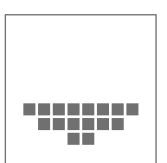
Friction: 1.0



#### LARIAT CRUISE

9/11/18

A fun trip with lots of moving platforms.



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9/11/18

A fun trip with lots of moving platforms.

## MAP EDITOR

**NEW MAP** 

EDIT MAP

DELETE MAP

**BACK** 

 $\leftarrow$ 

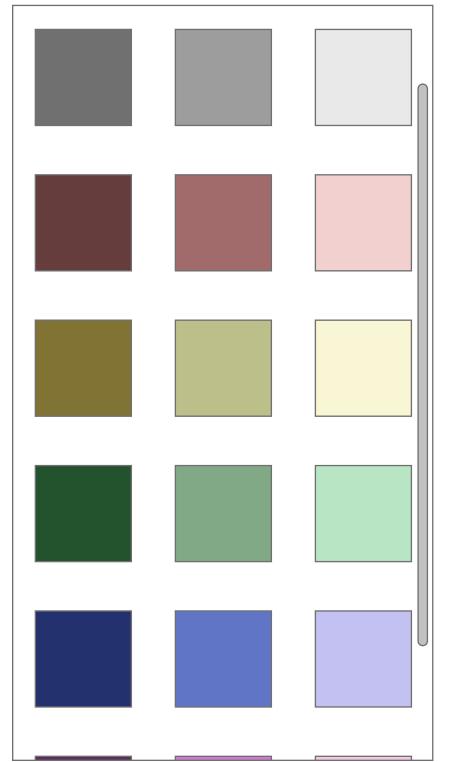
Map Name:

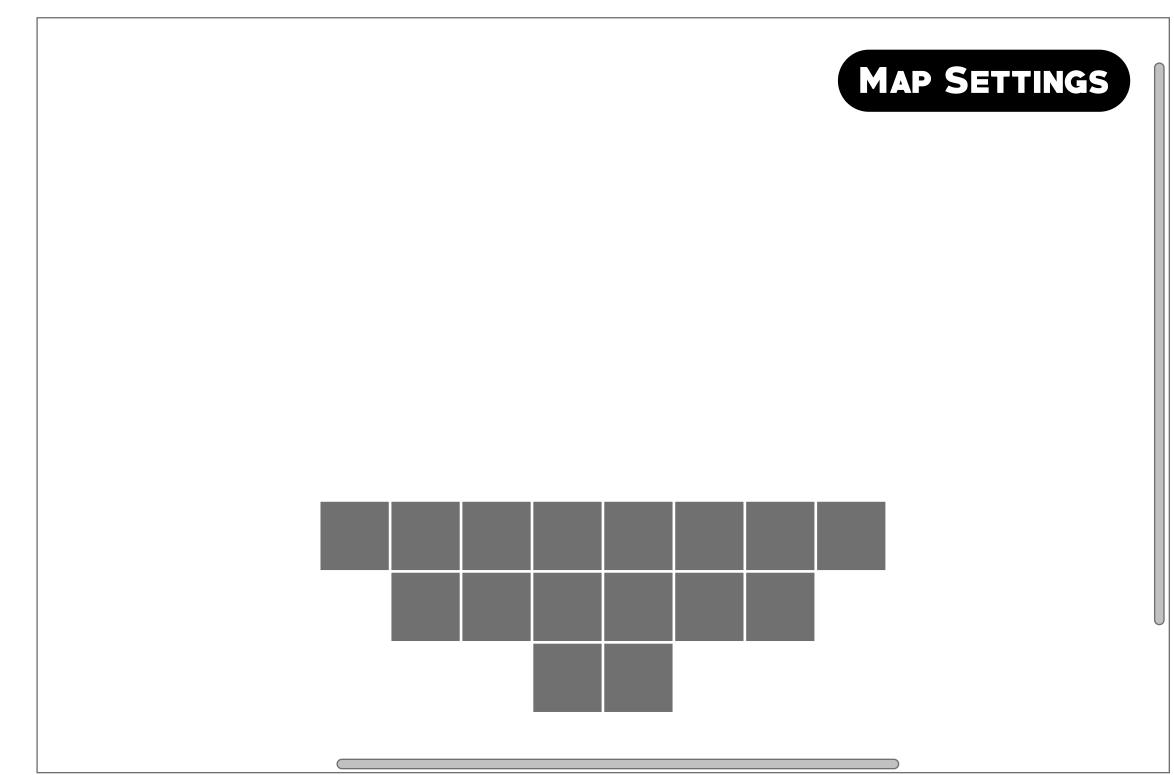
Description:

**Lariat Cruise** 

A fun trip with lots of moving platforms.







## MAP SETTINGS

Friction:

_	choose a file
Background Image:	choose a file
Background Music:	choose a file
Tilesheet:	
GAMEPLAY	reset to default
Gravity:	<u> </u>

## New Game Creation

Game Title:	
Directory Location:	

back

next

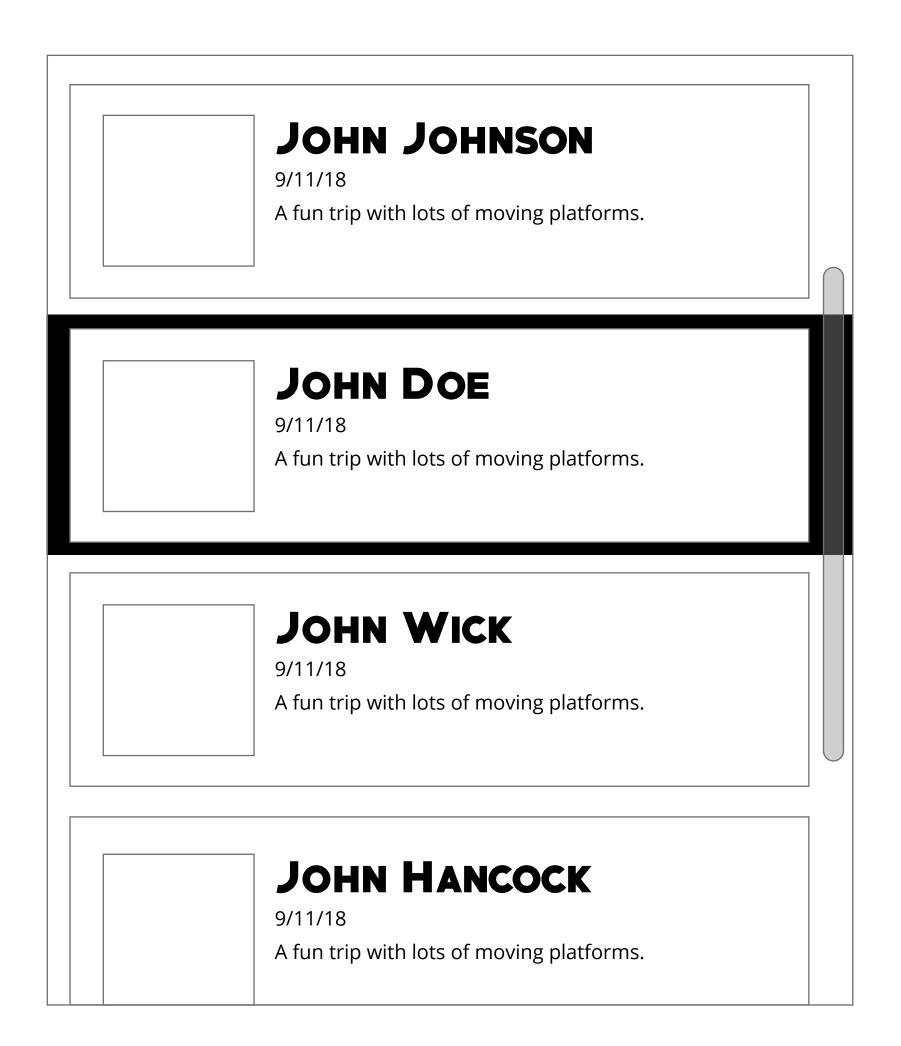
# GAME EDITOR

MAP EDITOR CHARACTER

EDITOR

GAME SETTINGS

EXIT<br/>EDITOR



### CHARACTER EDITOR

**NEW CHARACTER** 

**EDIT CHARACTER** 

DELETE CHARACTER

**BACK** 



## CHARACTER CREATOR

#### **CHARACTER NAME:**

Lucina

#### **PORTRAIT:**

Lucinaportrait.jpg

#### **CHARACTER TYPE:**



Brawler

Gunner

#### **SPRITESHEET:**

Lucinaspritesheet.jpg

#### **SPRITESHEET INFORMATION:**

Rows:

10

Columns:

20

#### **PORTRAIT PREVIEW:**



#### **SPRITESHEET PREVIEW:**

À	2	A	À	STANCE												
		***	4	*		A		) E			<b>A</b>	<b>(2)</b>	Q.	<b>@</b> .	<b>8</b>	<u></u>
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		*				up smash										
*			1	100		9			À	up smash f	RELEASE					
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		, . 3		*	2	A CONTRACTOR	\$				00P					
7	<b>5</b>	<b>⊸</b> .		4-90		2		<b>A</b>		<b>3</b> /	É		Â		À	RELEASE
		*	2	*	*	9	<b>\$</b> /	<b>Q</b>	À	À	COUNTER					
			-		<u></u>	COUNTER HI	T									

#### **CHARACTER STATS:**

Attack 50

Defense 50

Speed 50

Weight 50

#### **CHARACTER ABILITIES:**

NEW

EDIT

DELETE

#### SHIELD BREAKER

Chargeable attack that penetrates any defense.

#### **SWORD DANCE**

Fluid and dynamic series of sword attacks.

#### **COUNTER HIT**

Parry and counter any attack if timed correctly.

#### **CRITICAL HIT**

Instantly kills on hit. Requires full Smash meter.



Ability Name:

Shield Breaker

Description:

Chargeable attack that penetrates any defense.

#### **SPRITESHEET INFORMATION:**

Animation Start: Row 10 Column 1

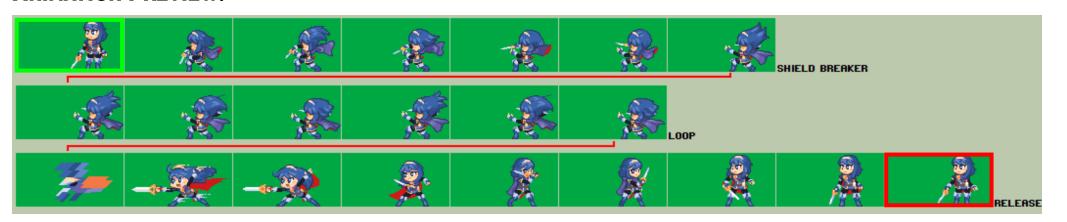
Animation End: Row 12 Column 9

#### **ATTACK DATA:**

shieldbreaker.xml

TBD, how do we define an attack?

#### **ANIMATION PREVIEW:**





YEET BROS. BRAWL

E:\Duke\FALL 2018\CS308\voogasalad\smash

# YEET FIGHTER GAME ENGINE

**NEW GAME** 

**EDIT GAME** 

LOAD GAME



## GAME SETTINGS

#### Splash Screen:

yeetsplash.png

#### Main BGM:

yeetbrostheme.mp3

#### Game Type:

#### **SPLASH PREVIEW:**



SSBB

Street Fighter

