Game Design Document

Game Title:
Headache battles

Classic Game I'm Recreating:
Street Fighter

My Creative Twist:
A street fighter type game mixed with the mario defeat system, 1v1, but the only attack is
jumping on the opponents head.

The Goal (How does the player win?):
The win condition is defeating the opponent by jumping on their head.

The Core Gameplay Loop:
The player jumps on the opponent heads, defeats them, and repeat to the best of three rounds

The Challenge (How does the player lose?):
The player can lose if their opponent jumps on their head, to which the opponent wins that
round and two losses in a row will result in a victory for the opponent

Key Features:
Sound effects, animations and maybe some other attacks if I figure that out