Stormbreakers

A (team name here) Production

**Pitch**

The elements have spiraled out of control and are sowing chaos. Two Keepers of the Four Elements have the ability to stop them. Select your character, and enhance them with various elements to achieve victory, as you fight in Stormbreakers, a competitive 2D fighting game.

**Story**

Randolf and Lynne are master and apprentice within the Keepers of the Four, but Lynne has grown tired of its teachings. She seeks a more direct approach to understanding her powers and ventures into the coming storm to unleash her unknown strengths when Randolf arrives to stop the carnage. Their clash of ideals leads to combat with an outcome that changes depending on how the player decides to play.

**Gameplay**

The gamepad is the main form of control for the game, using the face buttons and the joystick or the directional pad if it is preferred. The controls are simplified to fit the style of game, meaning there are no complex joystick motions needed to enact the character’s combos, while the more difficult moves require a common, but more complex motion.

There are three modes available for play: Tutorial, Training, and Versus. The Tutorial mode is a simple sequence that teaches the player how to play the game, going over the basics of movement to offensive controls. The Training mode exists to allow players to train their moves against an undying opponent, giving them time to repeat the inputs until they can be consistent. The last mode, Versus, opens up multiplayer where one faces another player as their opponent. This is where the time put into the tutorial and training become quite helpful.

**Character Styles**

Randolf has a simple and balanced moveset, mostly attacking with his upper body. He is able to use a projectile to handle opponents from a long distance, a rushing attack to close in from a shorter distance, and a rising attack that can interrupt an opponent while they are attacking. He also has a special grab that is harder to perform but will deal more damage to an opponent than a regular grab.

Lynne’s style of fighting is more wild, using kicks to fight more than her fists. She also possesses a projectile and a rising attack, but her rushing attack is different in that she has multiple follow ups. After her slide, she can perform a fast low kick, a slower low kick that allows follow ups and an overhead kick that allows follow ups and cannot be blocked while crouching.

**Elements (Elementittties)**

**Life** - This is a playstyle meant to be easy to learn and use, especially useful for those new to the game. It utilizes traps, escapes, and healing to give the player a way to keep some control on the stage.

**Death** - This element comes with a moveset focused on keeping your opponent as far away as possible while setting up your most powerful moves. Blast through opposing projectiles with Plague Beam, form a wall with Acid Rain, and create dangerous setups with Impending Death

**Space** - The most defensive of the four elements, Space gives the player a technical advantage. From gaining knockback protection from your Gravity Armor, to using your ultimate to blast your opponent away, the main focus is to stay protected while you put your opponent in their place.

**Time** - Slow your opponent, rush them down, and unleash your most powerful moves. Time is an element that derives its most powerful options from being up close and personal with your opponent, using Reverse Strike to quickly cancel out of normal attacks to keep pressure going. The projectile Alter Perception moves slowly, it slows down the opponent for a short time. Quickly close the gap and dash through projectiles with using the unique Time Skip super.

**Battle Interface**

**Timer** - At the top center of the screen lies the timer, this little gadget allows the players to know how much time is left in the round. This knowledge is important to know if you need to finish the opponent off before the end of the round.

**Health Bars** - These keep track of both players health. Depleting your opponent's health bar is the way to obtaining victory. Should the time run out in a round, the player with the highest amount of life left wins.

**Super Meters** - To perform your super moves, you must first fill your super meter. This is done by charging, and by dealing and receiving damage. Charging locks you in place and prevents any movement so it is a dangerous way to gain meter but worth it if you can find the chance.

**Character Portraits** - These reside adjacent to the character’s health bar and denote which character you have chosen to play this match. What element each player has chosen is also noted close to the character portrait.

**Combo Counter** - Keeps track of how many times you’ve hit an opponent in a row