**Stormbreakers**

**High Concept**

The elemental deities have spiraled out of control and are waging war on each other.

Two champions have been chosen to help settle the dispute. Choose an element to aid you in battle, and fight the way you want to fight in Stormbreakers, a traditional 2D fighter.

**Features**

* Two characters with four different enhancements, each with unique styles of play.
  + Enhancements include Death, Aether, Life, and Time.
* Simple control scheme allows even beginners to compete.
* One super attack unique to a character, one unique to an enhancement, and one ultimate super attack that combines the two attacks.

**Genre**

Traditional 2D arcade-style fighting game.

**Target Audience**

People interested in the competitive nature of fighting games, but intimidated by their normal barrier to entry.

**Target Hardware**

Primary focus of Windows PC, with possible ports to Xbox1 and PS4.

**Design Goals**

* Simple to pick up and play, even for newcomers.
* Many complex systems from modern fighters are absent, to promote simplicity. No complex 360 or pretzel motions.
* Has lots of strategic depth. Different combinations of characters and elements allow for many different playstyles.

**Characters**

* Randolf
  + Fights primarily with his fists
  + Acts similar to “Shoto” characters
  + Think along the lines of Ryu with a command grab
* Lynne
  + Focused more on kicks
  + Much more rushdown oriented
  + Sacrifices defensive abilities for offense

**Elements**

* Aether
  + Supplements a defensive playstyle.
  + Has lots of defensive options and reversals.
  + Adds armor to moves, reflects projectiles, etc.
* Death
  + Uses a unique stacking mechanic as core focus of gameplay.
  + Acts mostly as a zoning/keepaway element.
  + Create acid rain/poison clouds to push opponents away.
* Life
  + Provides a well-rounded style of play.
  + Unique special moves add an extra layer of space control.
  + All special attacks will restore some life to the player after connecting.
* Time
  + Technical rushdown sort of element.
  + Can speed up player’s movement and slow down the opponent.