This is one of the 3 things I have been making since day 1

To start the game click on the application.

The bottom of the help file will tell how I converted .js to .exe

You can put it in full screen if wanted.

Help

Controls

Player 1

W to jump

A to go left

D to go right

Player 2

Up arrow key to jump

Left to go left

Right to go right

Main menu placement

The top right corner are the maps you can click on it to change the map you want to play it.

The top left button is a mode selector there is classic single player and brawl.

Under it is the preview selector you can toggle the spinning on and off.

In the drag these you have to drag the small circle to any character on the screen. That is how to select your player. Also remember that p1 is bottom right character and p2 is the character right of it

When in braw mode there should be 2 balls in the drag me if there is not then just close and open the game again, you can also play a match to fix the problem both ways work. Also when in brawl mode there are two player sections if there is yellow on the top then that is a human player but if there is red then that is an AI. You can click on any one of those two boxes to change the player mode.

Click on ready? to start the match.

You will be put on the map you chose.

On finishing you get put back to the character select.

Rules (or aim of the game)

You have to knock the player out of the map enough times to win

credits

This was inspired by super smash bros ultimate and keror645.

I used an nw.js compiler to turn this to .exe

This was made by krishaang Kaushik

Made with visual studio code, code.org, p5, matter.js, paint3D