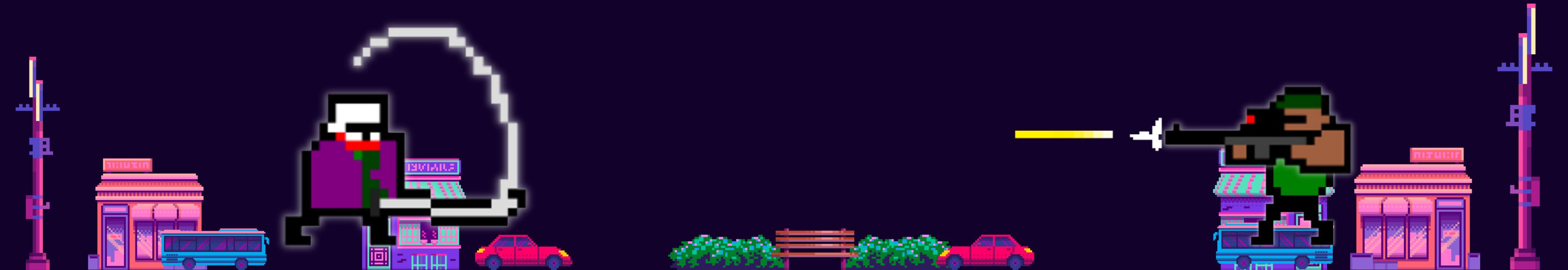


EKFIGHTERS

Carbon x Gialinx



OUR TEAM



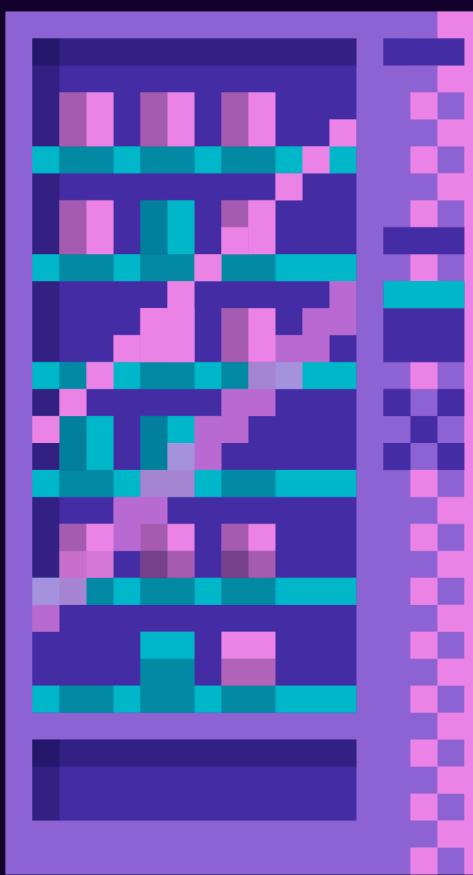
Vũ Quyền Gia Linh
Art and Sound design



Trịnh Hữu An
Combat mechanics
Physics engine

CONTENTS

- 01 Ideas
- 02 Game States and Controls
- 03 Game Rules
- 04 Challenges
- 05 Future Direction



IDEAS

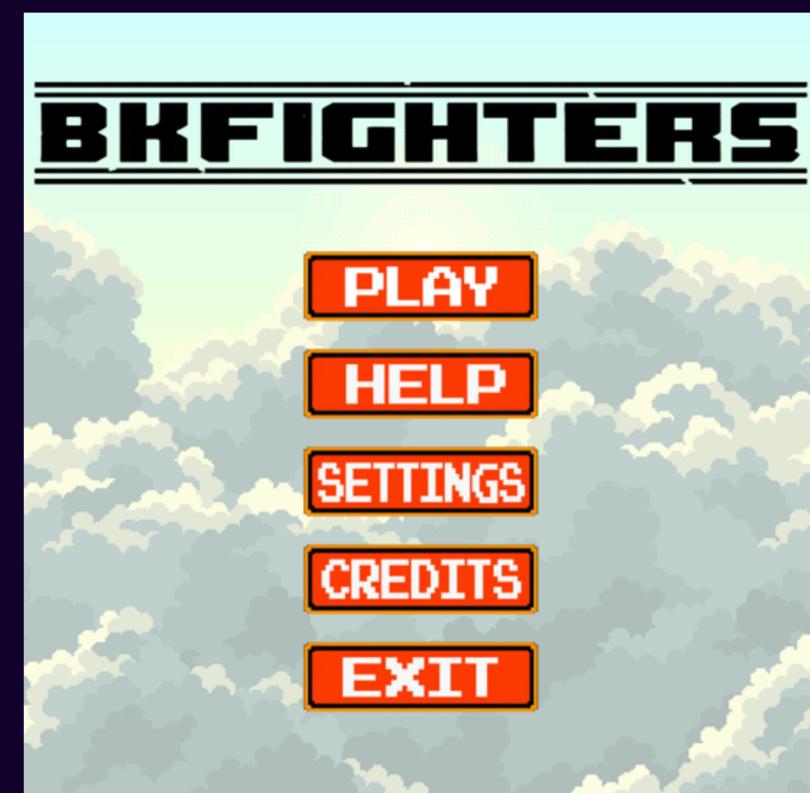


Super Fighter (original game)

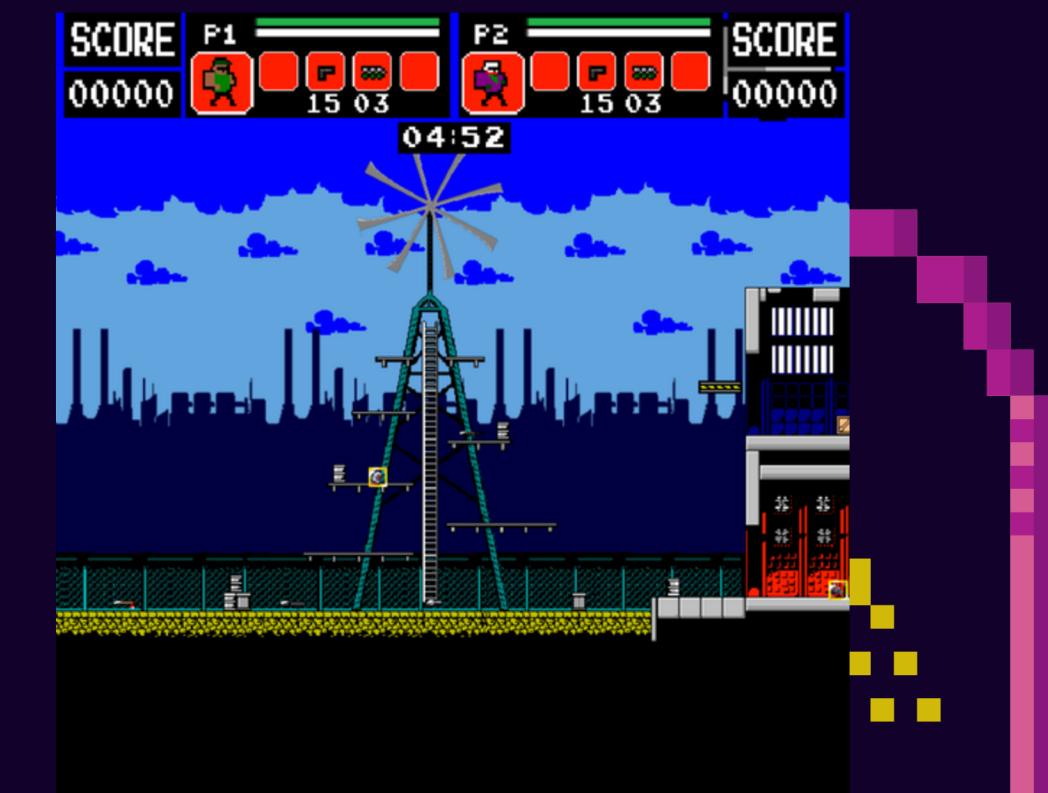
GAME STATES



Loading State



Menu State



Gameplay State

CONTROLS

Walk: **A D / ← →**

Double tap to *Run*

Crouch: **S / ↓**

Double tap to *go down* the
Light Platform

Hold crouch + walk to *roll*

CONTROLS

Jump: W / ↑

*Jump near the Ladder to
climb up*

Attack when jumping to
perform *Air Kick*

CONTROLS



Attack: J / 1



Attack 3 times to perform combo



You can pick weapons for harder attack

CONTROLS

Hold **K / 2** to *aim Gun*
Hold **L / 3** to *aim Grenade*

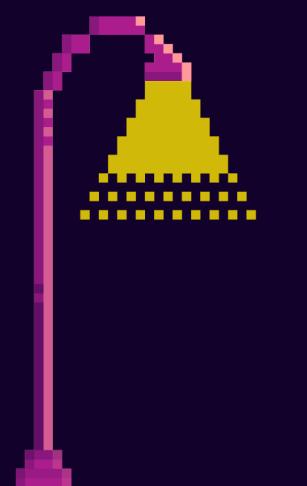
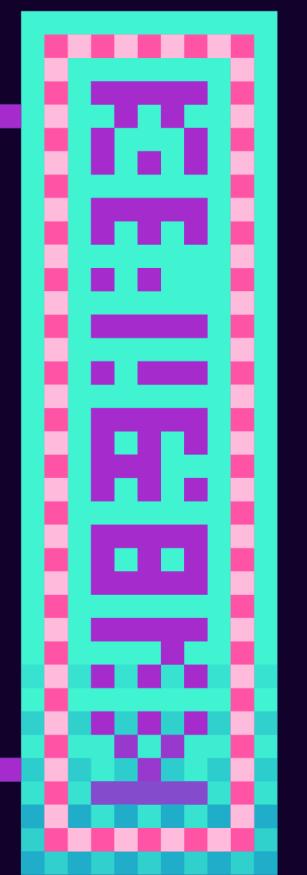
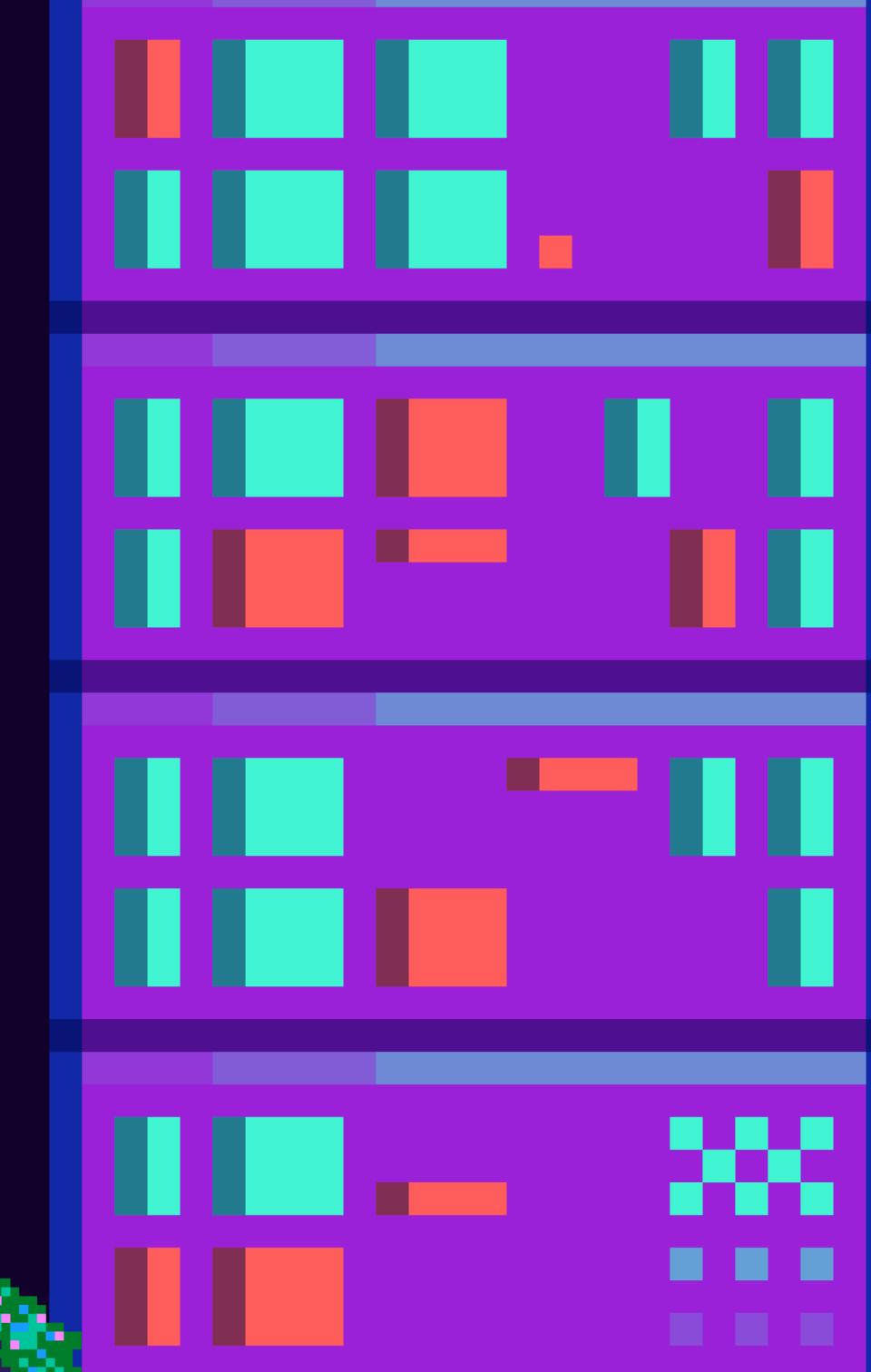
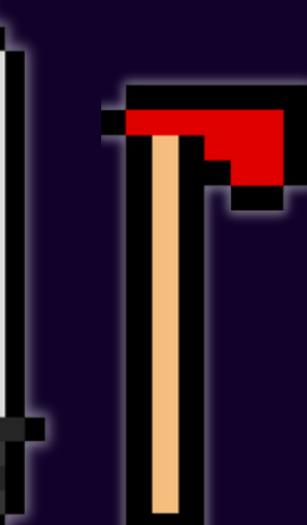
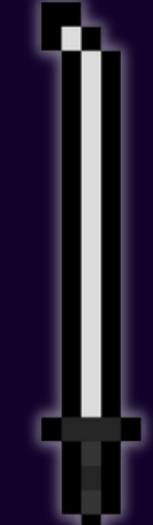
Release to *Shoot / Throw*

While aiming, use **W S / ↑ ↓** to *direct*

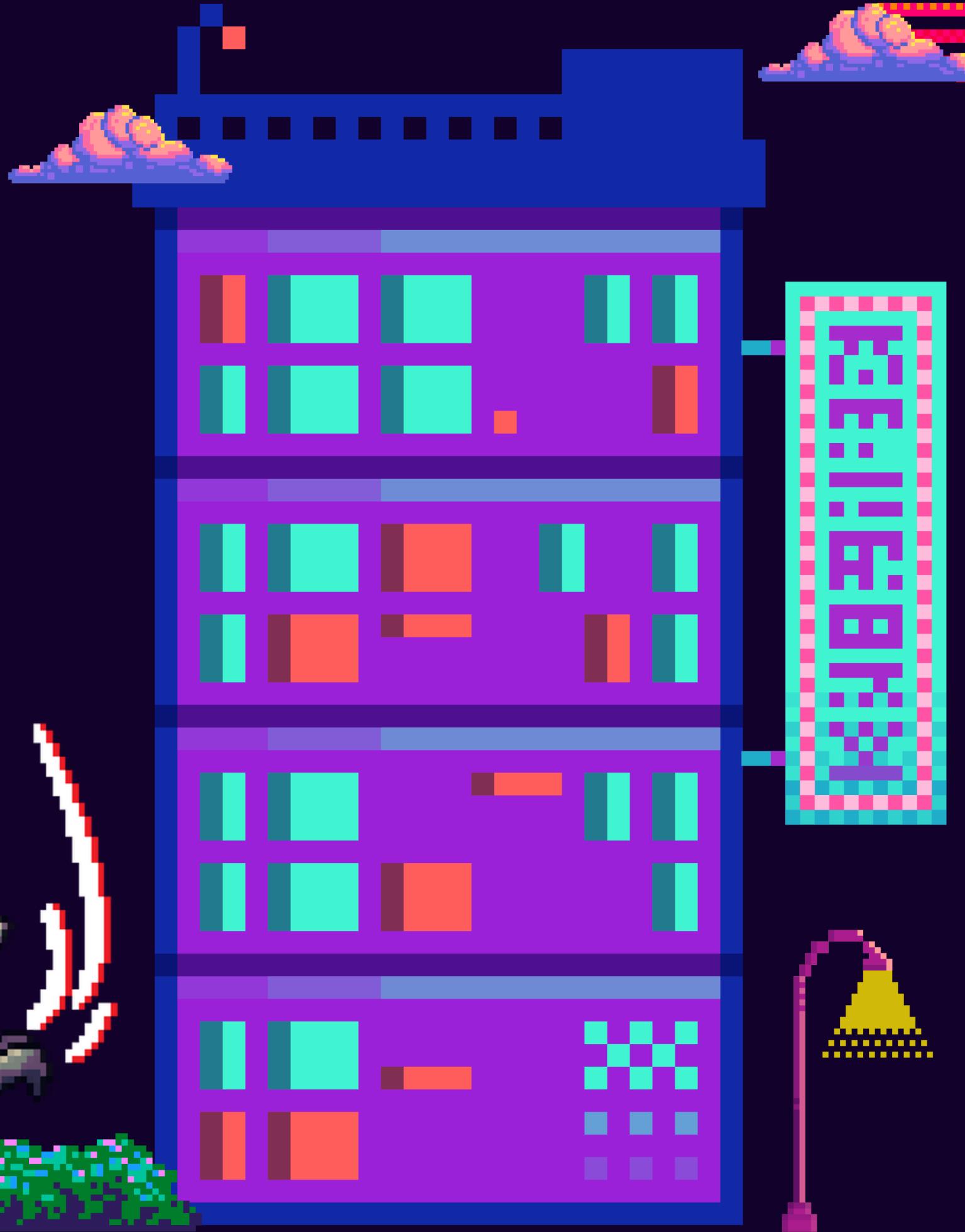
GAME RULES

- 01 Time: 5 minutes, the player with the higher score wins.
- 02 Scoring System:
Deal damage to earn corresponding points
Defeat an opponent: +100 points
Defeated: -50 points
- 03 After being defeated, the player respawns at a new location with health, energy, weapons, and bombs reset.

ITEMS



CHARACTERS



CHALLENGES

01

COLLISION DETECTION, PHYSICS

Complex Hitbox/Hurtbox System

Multi-layer Collision: Walls,
platforms, ladders, teleports

02

GAMEPLAY MECHANICS

03

Animations and Sounds



TECHNOLOGY & REFERENCES



CRAFTPIX.NET
2D & 3D GAME ASSETS

FUTURE DIRECTION

- 01 Add Player vs AI system
- 02 Add new weapons, items, and special characters
- 03 Add new maps
- 04 Use Box2D for complex collisions



SPECIAL THANKS



Mentor
Trương Khánh Hòa



Mentor
Nguyễn Hữu Hoàng



OUR CONTACT



- 0934 403 940
- <https://www.facebook.com/quyengialinh.vu.73>
- gialinx@gmail.com
- Ng. 38 Đ. Xuân La, P. Xuân La, Hà Nội



- 0707 865 866
- <https://www.facebook.com/trinhan2301.hls/>
- trinhhuuan372@gmail.com
- Ng. 12 Phan Đình Giót, Thanh Xuân, Hà Nội

