

Herbert Glaser

Project Proposal

CMPT_440L_111_19S

Mike Tyson's Punch-Out!

For my DFA project I plan on recreating a portion of a game I really enjoy called Mike Tyson's Punch-Out! Mike Tyson's Punch-Out is a boxing game where you must punch and dodge incoming attacks to win boxing matches and ultimately become the champion. To simulate this game, I have decided to make it a turn-based game where you react and attack. For example, you start by dodging or blocking one of Mike Tyson's attacks then you counter attack. In the original Mike Tyson's Punch-Out! Mike Tyson (the final boss) is known in video game history as being one of the most difficult fights ever. So, I decided to make this game to replicate a way to defeat him. I plan on posting guidelines and rules you must follow so that you make no mistakes and can defeat him such as never blocking an uppercut or if you punch you must dodge afterwards. By using these guidelines, the player must think and memorize Mike's attack patterns just like the original Punch-Out! It's almost like creating a strategy guide for that game using the DFA to replicate a sort of flow chart scenario. There will be many different approaches to defeating Mike Tyson so the player has options and can play how they want to. The player will have many different options such as dodging, punching, and blocking to play the game. Whether it is going for the most optimal attack strategy or manipulating the AI to act as you want. Overall, I want to create this game to guide players to use these strategies to defeat one of the hardest game bosses in history. This can be a good simulation of that, and I plan on making it as similar to the original Punch-Out! As possible as well as adding my own flair to the project.