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Game Title - N/A

Game idea: Ordinary fighting game with a twist, instead of the battle starting after picking characters and map, the players are prompted to pick an active and a passive ability. These abilities completely change the game, adding fun and unique mechanics that allow for the player to experiment with playstyles that would be considered risky and unnecessary in an ordinary fighting game.

Requirements

- At least 2 characters.
- At least 2 maps.
- Players can block, cast special moves and do basic attacks.
- Players can chain attacks and special moves into combos.
- Each player has 2 lives. (game has two rounds)
- Different special moves and ultimate abilities for the 2 characters.
- At least 3 passive abilities and 3 active abilities.
- Sound effects.
- Each character has a brief history that the player can read in the character select screen.
- At least an easy CPU (bot) to play against.
- Should be playable by two people on one laptop.
- Main menu screen (2 player play, offline play, exit game), character select screen, game screen, and game over screen.
- Game over screen prompts rematch (game), select new character (character select screen), and main menu (main menu screen).