Corner Face-Off!!

A game about a man who is determined to take down the undefeated champion and save boxing and the world from utter tyranny and destruction.

Gameplay Overview

Description: This game is going to play a lot like the Punch-Out game series. In this game, you battle just one enemy, the Champion. You defeat the Champion by dodging his attacks, blocking, and counter-punching. Of course, the Champion fights back to, so it's up to the player to learn the Champion's pattern and react quickly.
Win condition: Deplete the health of the Champion.
Lose condition: Lose all your health.

Controls

A: Punch Right
B: Punch Left
Start: Pause game, see pause menu that allows you to restart game or return to main menu
Left: Dodge Left
Right: Dodge Right
Up: Block

Audio

- ❏ Menu music: Song with trumpets. A lot of trumpets.
- ❏ Game music: Rockin' Battle music worthy of a title bout.
- ❏ Pause music: A quieter version of the rockin' battle music.
- ❏ Landing a hit makes a solid smack sound
- ❏ Missing a hit makes a woosh-like sound
- ❏ Getting a knockdown plays a falling musical scale.

Gameplay Details

Life: Getting hit lowers the life bar. The life bar will be controlled by a line of sprites. That change color in sequence, draining the bar. Blocking makes you take a small amount of damage, but getting directly hit takes a toll on your health.
**Blocking:** You hold the up button to put your guard up. In this state, any attack will be weakened and hitstun will be shorter, allowing you to counterattack with a punch. The blocking is useful for trying to figure out the opponent's timing.

Dodging: With good timing, you can dodge to completely evade an attack and unleash a full counterattack. You have to dodge in the direction of which hand the opponent is punching with to not get hit, as well. It is high risk, high reward as you only have a limited number of frames of dodge animation.
**Time:** There will be a timer that counts down during the match. If it runs out, you start a new round, with both you and the Champion at full health. It's basically a reset.
**Cheat:** Dodges are automatic as long as you are not attacking.

Illustrations
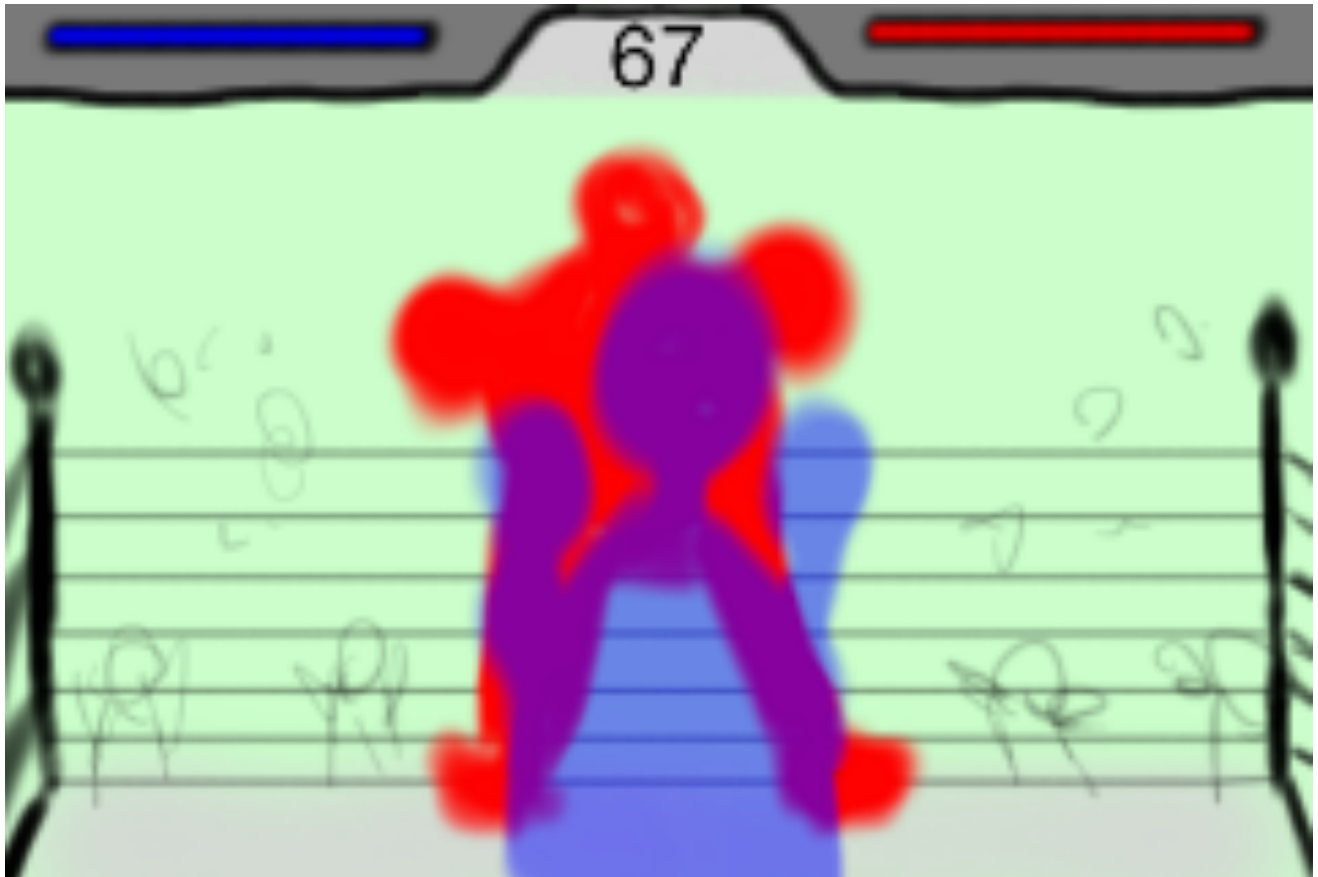
Figure 1: Shows basic view of the game. The view is behind the player. The player might have Alpha Blending in order to see the opponent, but it depends on how I think it looks and the performance of the hardware.
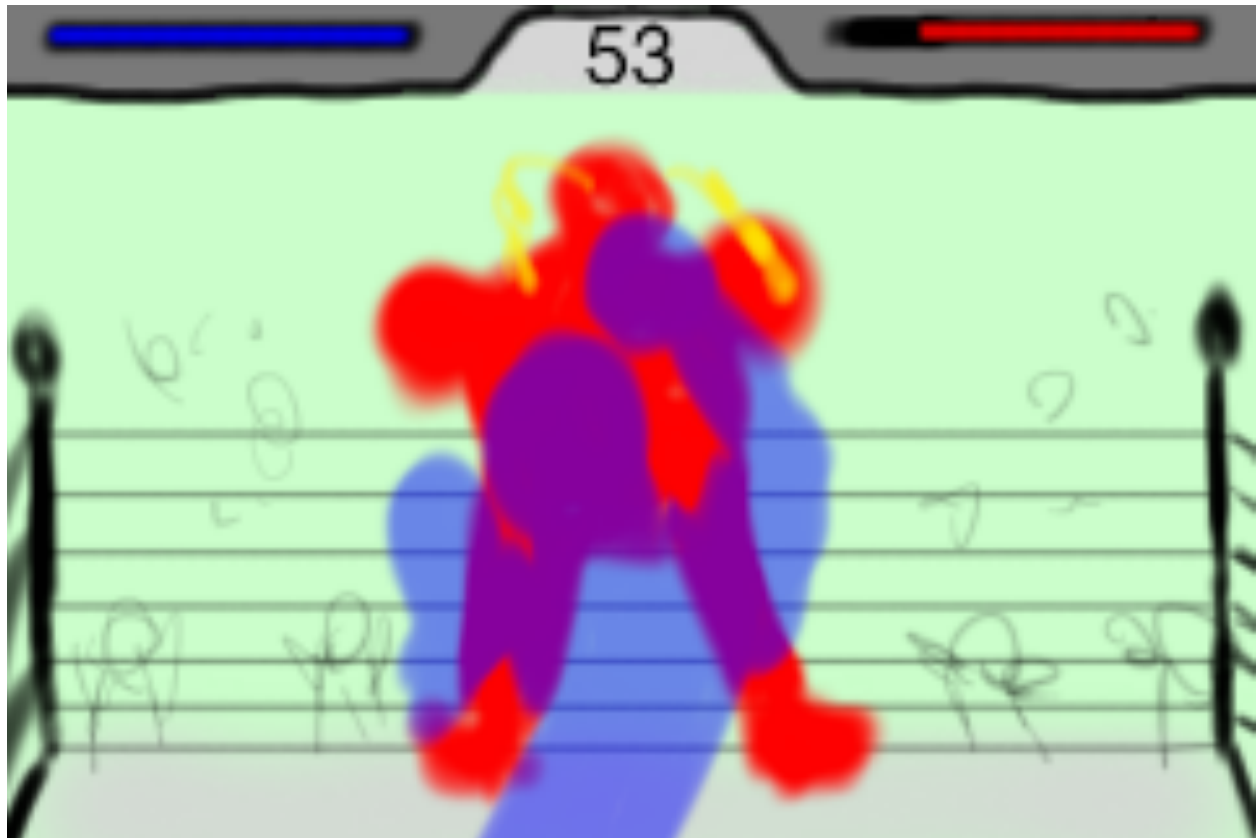
Figure 2: A clean hit takes health away from the character who received the punch. A clean hit happens when the attacked character does not dodge or block.
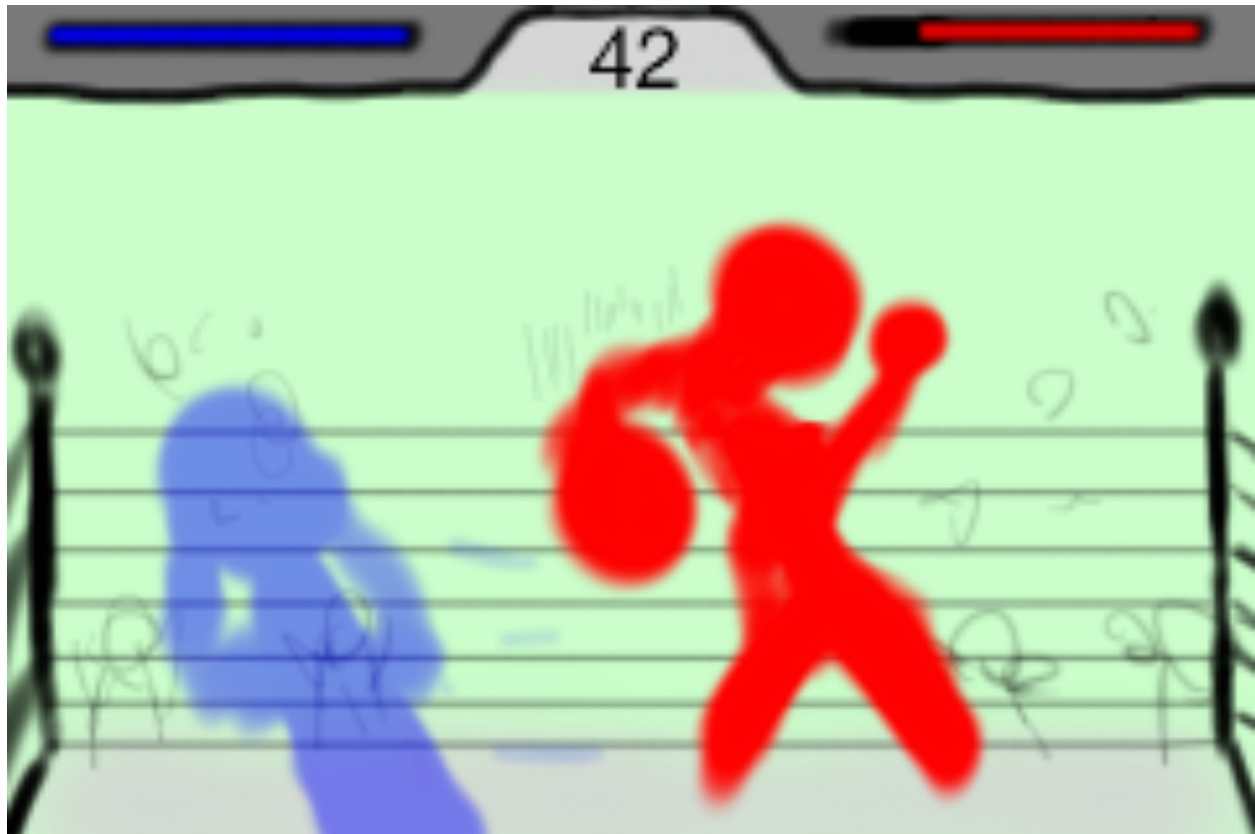
Figure 3: Dodging an attack in the direction the punch is coming from allows you to evade an attack completely. Notice how the player takes no damage from doing this. Notice, as well, that the time ticks down at the top. Defense is the key to winning, but being too defensive could lead to the time running out.