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EC551

My thoughts on the game

When the game is started up, the start screen will immediately show up with a start option and an intro explaining to the player what happened to his/her character. I believe the game should include the battle system, but just from the map. When the player collides with an enemy, the player’s sprite will step back until there is exactly one space (8 \* 8) in front of him. The two sprites will face each other. The battle immediately initializes, and the player will have the choice to choose from one of four moves (punch, kick, baseball bat, sword). After the player chooses an attack, the character will attempt to attack the enemy, but a move may have a chance of missing (10%, 20%, 30%, 40%). The enemy will then have a chance to counterattack and will be controlled by a second player. A standard enemy will have less attacks to choose from, but he will still have a chance of defeating the player’s character. The player’s character can have 100 HP, while the opponent can have a value ranging from 50 to 100 HP. All, but the punch attack will have a limited amount of PP. Kick can be used three times, the baseball bat can be used twice, and the sword can only be used once. Each attack can be set at averages of 10 HP (punch), 20 HP (kick), 30 HP (bat), and 40 HP (sword). These values can be set to vary by as much as 20% of their average values in either direction (Punch – 8 -12, Kick – 16 – 24, Bat – 24-36, and Sword – 32-48). The enemy can have the ability to punch, and one of the three other attacks. Once an enemy is defeated the enemy sprite will vanish from the screen. The player needs to defeat at least four of them in order to fight the boss, which will have all attacks and at least 120 HP. The player can be made to gain extra HP if he defeats at least six regular enemies. Every time a battle starts, the player’s HP is reset to its maximum. If we have time, we can include healing items. Outside of battles, the player needs to walk around each maze and once a certain number of enemies in the area are defeated, access will be granted to the next area. If the player defeats the boss of the game, the player is the victor, but if the player is defeated by any enemy, the game is over, and the players are taken back to the start screen. If the game is won, a message comes up saying, “Congratulations! You escaped from your foes!” Only four buttons should be necessary for the players.