



SABRE DEATH MATCH

KHOI TRAN

MORE ACTION, LESS RULES

WHAT IS SABRE DEATH MATCH?



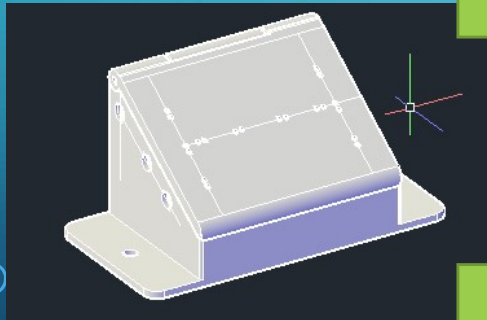
Summary: Replaces the old Olympic fencing rules with a new health point based system.

Old Rules: one touch, score is given based on a variety of rules (right of way), and fencers restart at starting positions —slow and repetitive.

New Rules: the fight continues until either fencer delivers enough damage to the other to deplete his/her health to zero —fast and continuous gameplay.



SABRE DEATH MATCH SYSTEM



PROGRAM INTERFACE

100.0

05:00

100.0

5

RESET

SETTINGS

TRACKER

START

5

SETTINGS

STOCK	<input type="text" value="15"/>	STOCK	<input type="text" value="5"/>
MAX HP	<input type="text" value="29"/>	MAX HP	<input type="text" value="6"/>
HANDICAP	<input type="text" value="0"/>	HANDICAP	<input type="text" value="0"/>

TIMER(M:S)

CONTACT TIME(MS)

CANCEL

APPLY

HIT TRACKER

OWNER: FENCER 2

TIME: 04:55

DURATION: 300

DAMAGE: 15.0

Fencer1: 04:59

Fencer1: 04:59

Fencer1: 04:59

Fencer1: 04:58

Fencer1: 04:57

Fencer1: 04:56

Fencer1: 04:56

Fencer2: 04:56

Fencer2: 04:55

Fencer2: 04:55

Fencer2: 04:54

Fencer2: 04:54

Fencer2: 04:54

Fencer2: 04:54

Fencer1: 04:54

Fencer2: 04:53

Fencer2: 04:53

CLOSE

SAVE

INTERFACE DETAILS

- **Manages:**
 - Bout time limit
 - Fencer's Health Bars
 - Fencer's Lives/Stocks
 - Records Fencer's Hit and Damage Calculations