Wilson Zhu
Mahdi Judeh
Sandeep Ingale   "The minority group"
Guang Li
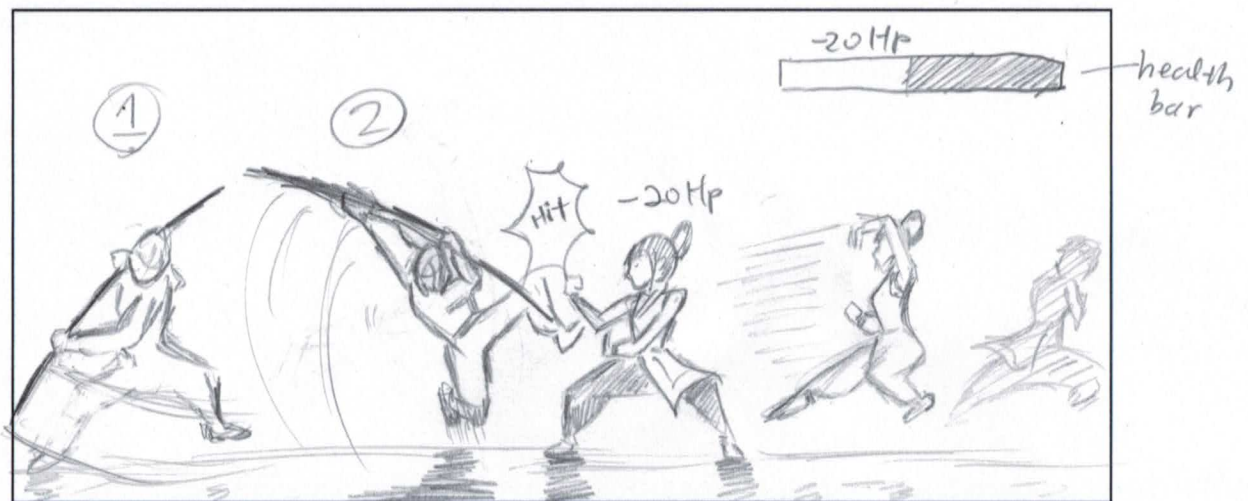Name: Duo Xu
Date: 2/21/17

target
Health Bars
rhythmic notes

P1   ~50   P2
Miss   KaBoom!!   Perfect!!!
Ahh Nooo   Player 1   Player 2
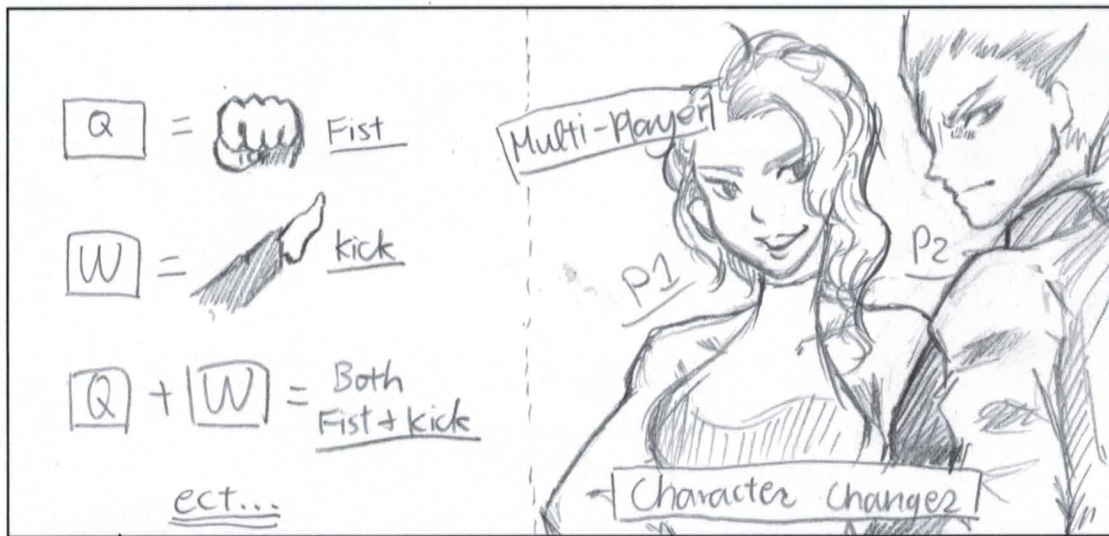
Player can move and block anytime
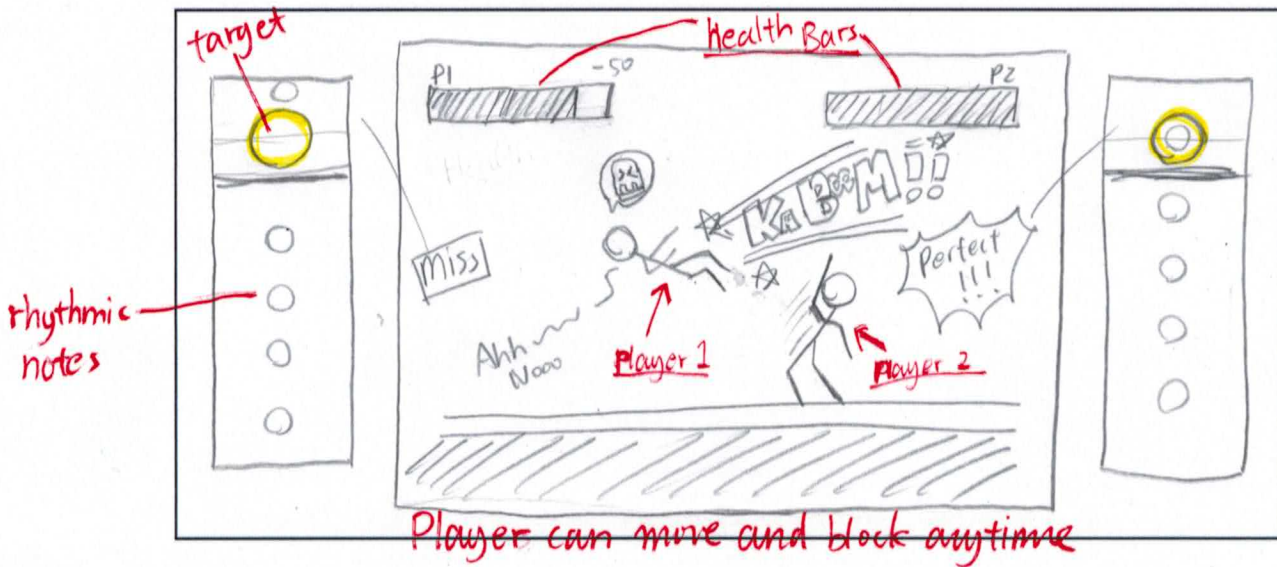
The concept of the game is that you are given a song with a certain beat per minute (BPM) and that you have to put in your fighting moves at those input.
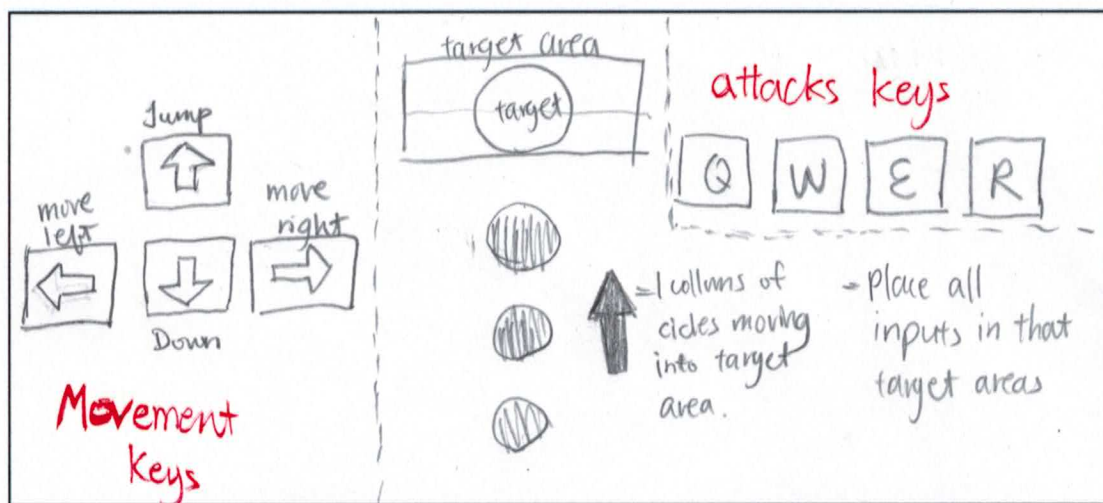

①   ②   -20Hp   health bar
Hit   -20Hp

You and the enemy both have health bar and can be damaged by each other depending on whether or not your moves connect.
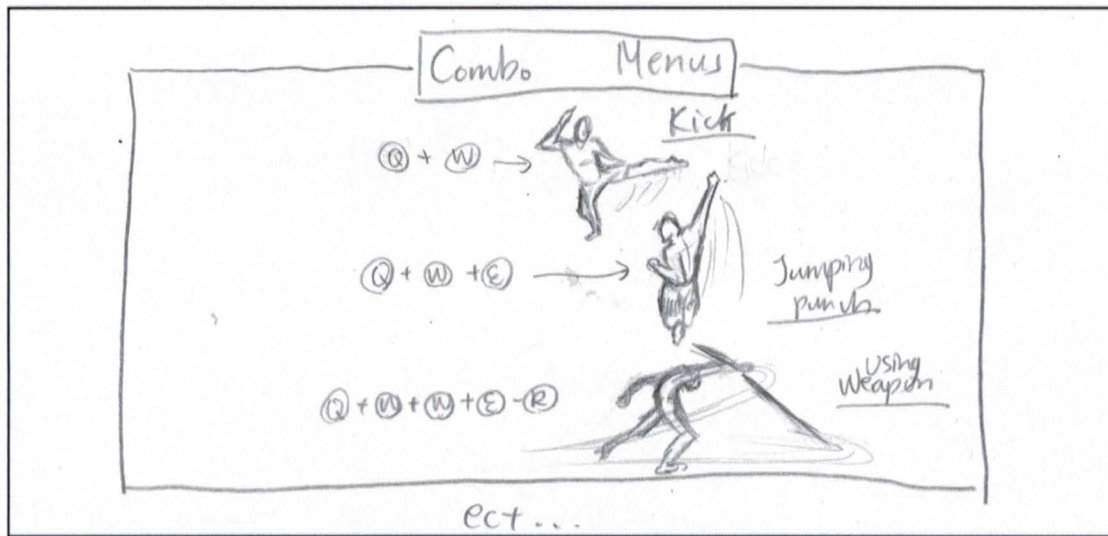
There are a set of combos per character and we may have
multiple characters; aiming for minimum 2 characters.

The movement keys would be the arrow keys and
the hitting keys are Q, W, E, R (subject to change).
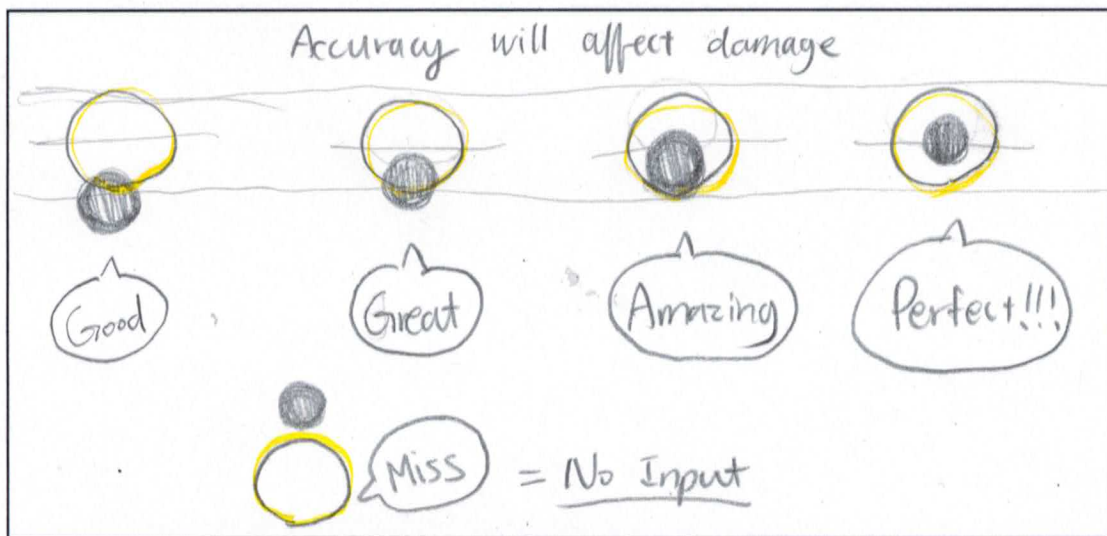May use controller keys as well.

The "Combo Menu" will appear instructing you what actions you can take (ex: The character will be able to both punch and kick the opponent).
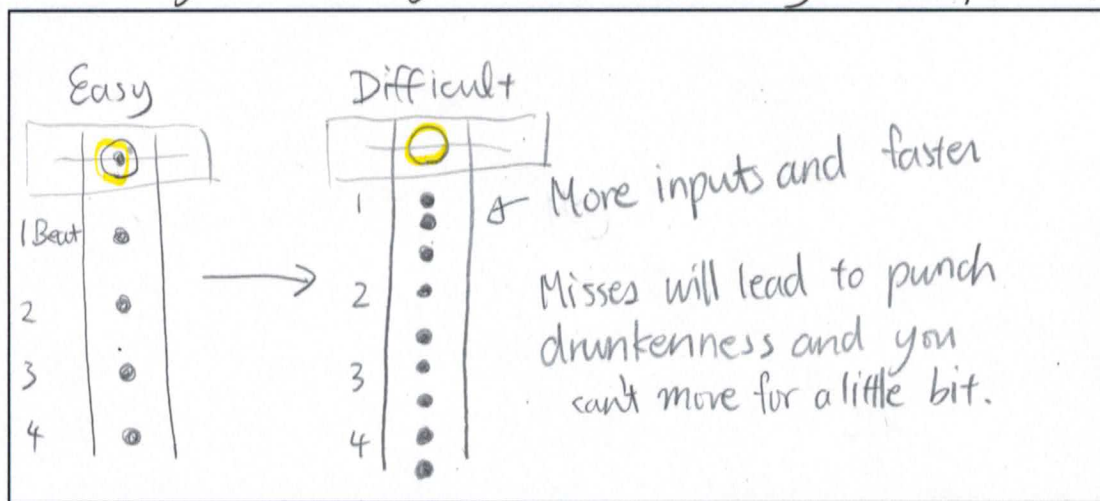

Damage and movement will be scaled on how well you do the combo (ex: if you hit your input perfectly timed then the damage will be 100%).

Accuracy will affect damage

Good   Great   Amazing   Perfect!!!

Miss = No Input

Depending on when the input is given, there will be different results.
If you place the inputs when the target is just entering the
target area, you will get a near miss.

20% = good, 50% = great, 80% = Amazing, 100% = perfect!!

Easy   Difficult

1 Beat
2
3
4

1
2
3
4

→ More inputs and faster

Misses will lead to punch
drunkenness and you
can't move for a little bit.

The target will move at a consistent pace but the amount
of target that you can hit will increase based on the
BPM of the song.