

New challenger Punch Out!

Genre: Sports/ Fighting / Arcade



Short description:

Punch out!! A New Challenger is.... Well its Punch out!! But with a twist. You play as Mac after he's risen to the top but a new challenger is coming to take him down. Who you ask? Well Ryu from Street Fighter . As opposed to macs usual combatants Ryu uses distance to his advantage . He uses his Haduokens and fast Hurricane Kicks to fight Mac at a distance . Mac will have to use the power of his fists to punch Ryu's Haduokens back and beat him.

Controls:

To control mac you only need a few keys.

Q and E can be used to punch.

A and D can be used to Dodge.

Change:

I changed the concept from being glass joe's punch out where the twist would be that you die in one hit. To what I dub New challenger Punch Out! Where you will fight Ryu from Street Fighter as a twist.

Mechanics:

Attacking :

Attacking is your main way to win. You can attack with your left and right arms mapped to the Q and E keys respectively.

Dodging and countering:

Knowing how which way to dodge and being able to react fast enough after a dodge is the main tactic for the player to win the game. Dodging to the right will be done with a press of the D key and to the left with a press of the A key. Countering is your way of doing damage . Ryu will fire his Haduokens at you witch you will have to hit with your punches to send them back flying at him. If your successful you hit him if you're not he hits you. Simple as that

stamina:

Dodging will take away 10 points of your stamina bar. When that bar hits zero you will not be able to dodge for a short amount of time. This will be troublesome for you if Ryu decides to do a hurricane kick instead of a Haduoken . For that attack can not be countered and will have to be dodged

Design Strategy:

For this game I'm using Unity Engine 2018.2.6f1.

I'm gonna start with the GameManager to make sure all the ui works and get the scene transitions working. Then I'll move on to the player and finally the opponent(enemy)

The GameManager is going to take care of scene management , menu's ,pausing and the games timer. Therefore I think the Singleton Fits here.

For the Ryu I think the State (Machine) pattern will fit best in the form of a animation state machine . This will make it so that the ai knows what to do every animation and where to go after one.

Game UML:



