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THE GAME

Fight! is a two player swordfighting game

- ❑ Fast paced
- ❑ Easy to learn
- ❑ Hard to master

As developers we wanted content creation to be as fast as possible



SONIC

57%



BOWSER

89%



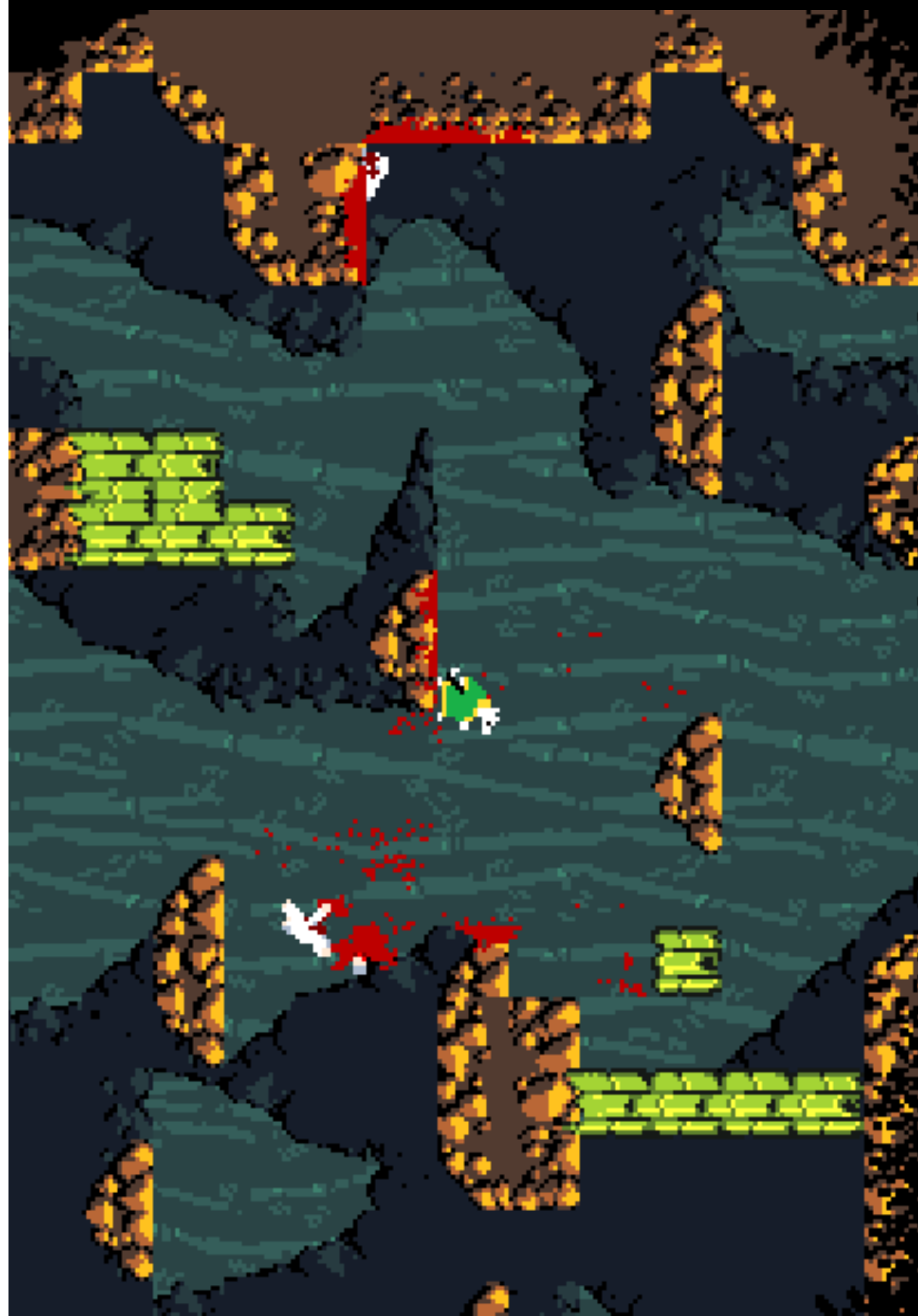
MARIO

9%



MEGA MAN

35%

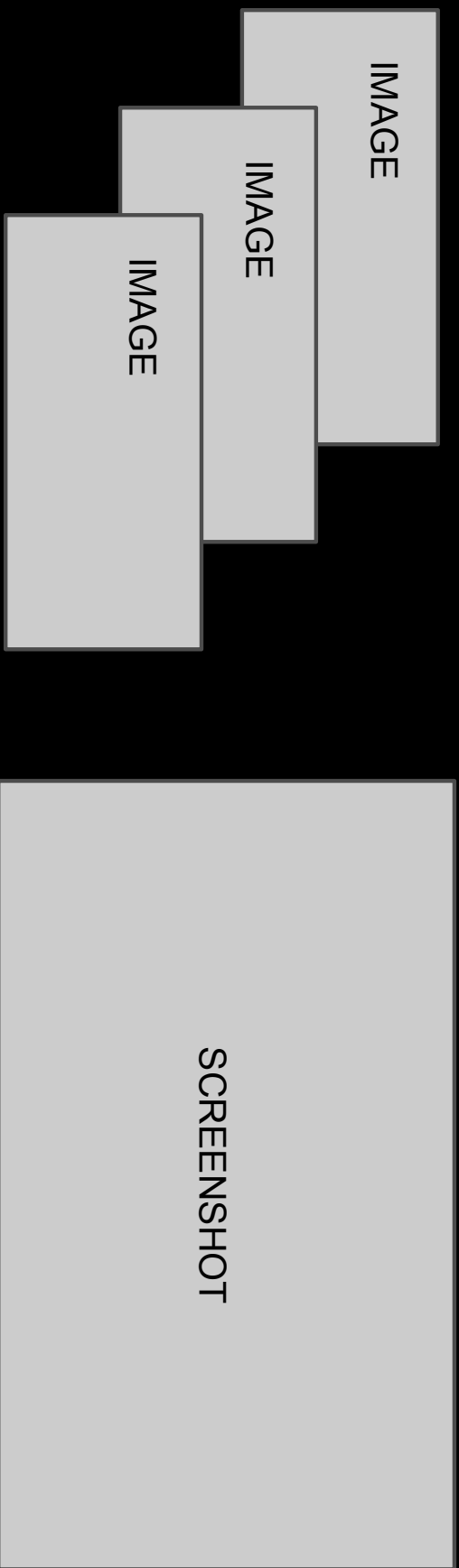


CHALLENGES

- ❑ We need to easily load map data, sprites, and animations.
- ❑ We need to be able to define drastically different movesets for each character

MAP LOADING

We load maps from an image



MOVESETS

Characters are defined as tables of functions that represent each move

