Fighting game docs

Name: Pretepači?

Game:

Player can choose between Player vs Player and Player vs AI, then they can select a character they wish to play. The stage will be randomly chosen. Background music will also be randomly chosen, maybe each character will have its own song.

Player:

* They can walk,jump,punch,kick,block, etc,...
* Choose a character
* Each character will have a different moveset
* Health bar

AI:

* Same functionality as the player
* Different types aggressive, defensive,...

UI:

* Start menu: (player vs player, player vs ai, options, exit)
* HP bars at the top of the players
* Name of characters
* Icon of character (changes depending on the health bar)
* Stage as background

Sound:

* Every kick,punch,.. will have a sound
* Background music
* Hit sounds

UI template:

Slika, ki vsebuje besede besedilo, posnetek zaslona, pisava, vrstica

Opis je samodejno ustvarjen