The fighterV01 game is a 2 player game that places both players on the same map and they have to fight each other. Player 1 uses WASD+TY, and player 2 uses arrow keys+./ for movement, punch, and kick. The game ends when one player’s health reaches 0.

The game uses event.key for all of the key press inputs. For each movement input the game will change the player’s orientation and draw the corresponding picture to the game client. For each attack input the game will use the orientation and the type of attack to determine what to draw to the screen. The game uses pygame.sprite.collide.mask() for determining if a players attack hit the other player. The blit function from pygame is used to draw the background, health bars, and characters every time the program loops. The game refreshes at a rate of 60 frames per second, this is also how many times the game updates per second.

One issue that we are having is performance when loading the background. If you are having performance issues, try changing the draw\_background variable at the top of the page to false.

The game is quite large to unpack, so make sure you have at least 1 GiB of hard drive space before attempting to install.

Feel free to send any issues you are having with running the game to [owattenmaker@gmail.com](mailto:owattenmaker@gmail.com) as well as any suggestions. This is an on going project and is not a finished product by any means.

Some optional tips: Due to the nature of the code, you can practically stunlock someone by just spamming kick or punch. Since kick does more damage and has the same cast time as punch, you should probably just use kick and wreak your friends.