Rivals Character Profile: JOE YOUNG (name changeable)

* Tank character, heavy, hard to knock down or knock out
* Can’t jump very high, weak recovery
* Very strong heavy attacks
* DESIGN: Wong magic light mixed with green lantern for attacks
  + Gorilla wearing boxing shorts
* Quick attack: magic light gauntlets, mid level punches
* Medium attack: magic light spear
  + Option to throw it?
* Heavy attack: stationary magic light explosion, far range
  + Can’t move during attack
* Makes magic light shield to block
  + Medieval vibe
* Taunt: magic light hand making the “L” shape
* Walks on back legs, dashes on all fours
* Down attack: magic light spikes
* Down special: short-medium distance, wide range beam
* Forward attack: throws magic light before returning (boomerang vibe)

Neutral B: creates boxing ring

Side b: “hulk clap” creates platform to catch opp,

Up b: uppercut

Taunt; he holds a tiny shiny trophy and shows it off

Down b: Punches the ground; when in the ring jumps up and slams down. Powered up version, he drops the boxing glove and it is glowing with light energy. Opponents hitting the glove knocks them in the direction of the boxing ring

Meter fills up when joe young is in the ring, slow timer but doing damage inside ring makes it go up faster

Potential Idea for jab:  
3 hit punch combo similar to Little Mac; When in amped up state, light hammers emanate from Joe Young’s fists which increase range and change trajectory of the strikes

Potential Idea for forward tilt:  
Lunging punch attack. It would look like this move from Luke in Street Fighter but less exaggeration in the beginning:  
https://youtube.com/clip/Ugkx0hRvs2sUP9vABzYgZr0dwm28SOoGcj00   
When in the amped up state, Joe Young throws a light javelin as part of the lunge. The punch will combo into the javelin at certain percents

Down tilt: Dempsey roll, defensive stance. Powered up version he gets a shield and bashes the opponent

Up tilt: Little mac up tilt. Powered up version gets a ball and chain and swings upwards. Ball is a tipper(increased damage and knockback)