

# Capstone Project Planning Document

## Game Title

Awesome Super Fight Game

## Estimated Total Time to Develop

40 hours

## Intermediate Object-Oriented Programming for Unity Games Information

Total Time Spent Developing Wacky Breakout:	24 hours
Estimated Time or Actual Time?	Estimated
Followed Detailed Instructions (Yes or No)?	Yes

# Awesome Super Fight Game Requirements Specification

Awesome super fight game is like any regular smash game between characters, except this time the characters are my close circle of friends.

## How it works:

The player will select a character and then the fight against another character will begin. The other character will be controlled by some intelligence feature integrated on the game. Each character will have a health bar on top of the screen and when the health bar becomes empty, the character will die.

## Features:

- Game features
  - Character selection
  - Difficult selection
- Features for all characters
  - Movement
    - Walk to the left
    - Walk to the right
    - Jump
    - Crouch
  - Fighting
    - Throw punches
    - Make a kick
    - Take defensive position
- Specific features for each character
  - Fighting
    - Throw some object into the air
    - Ultimate attack (a.k.a. finish him)

## Implementation:

1. Game – Difficult selection:
  - a. Difficulty would be selected in an additional menu.
  - b. Difficulty would be split into: Easy, Medium, and Hard.
  - c. The algorithm that determines the next move of the AI will be limited by a search depth.
  - d. In addition, a thinking map of the AI would be added to show the behavior (actions taken by AI given actions taken by player) of each difficulty level.
2. Game – Character selection:
  - a. Character would be selected in an additional menu.
  - b. This would set the sprite and animations for the player character.
3. Movement – Walk to the right
  - a. Input Manager + animation
4. Movement – Walk to the left

- a. Input Manager + animation
- 5. Movement – Jump
  - a. Input Manager + animation
- 6. Movement – Crouch
  - a. Input Manager + animation
- 7. Fighting – Throwable
  - a. Object inheritance will allow a more structured form to handle this feature
- 8. Fighting – Ultimate attack
  - a. Event manager will aid listeners of the event to handle the invoke of an ultimate attack appropriately.

## Additional:

- Menus
  - Main Menu – Contains buttons for: Play, Difficulty, Help or Quit
  - Difficulty Menu – Contains buttons for Easy, Medium, Hard or Return
  - Character Menu – Displays all the characters and allows player to choose one and provides buttons to Play, Return or Quit
  - Help Menu – Contains information about controls
  - Pause Menu – Pauses a game in progress and provides buttons to Resume or Quit
- Sound effects and music
  - Music played during menu selection
  - Different music played during fight
  - Effects played for fight actions