**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:
   1. Difficulty would be selected in an additional menu.
   2. Difficulty would be split into: Easy, Medium, and Hard.
   3. The algorithm that determines the next move of the AI will be limited by a search depth.
   4. 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:
   1. Character would be selected in and additional menu.
   2. This would set the sprite and animations for the player character.
3. Movement – Walk to the right
   1. Input Manager + animation
4. Movement – Walk to the left
   1. Input Manager + animation
5. Movement – Jump
   1. Input Manager + animation
6. Movement – Crouch
   1. Input Manager + animation
7. Fighting – Throwable
   1. Object inheritance will allow a more structured form to handle this feature
8. Fighting – Ultimate attack
   1. 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