Project Name: Street Fighter

Project Type: Game

Google Drive Link of The game:

https://drive.google.com/open?id=0BwmSVkWhnZFqbFBGUnQxRklMQVE

Genre: Fighting game

Project Description:

        Street Fighter is a one-on-one fighting game to give players a choice from a variety of player characters with different moves. The choice of multiple available characters allows for more varied matches. In this game, each player character has a unique fighting style with approximately 30 or more moves, including then-new grappling moves and throws, as well as two or three special attacks per character. In the single-player mode, the player's chosen character is pitted sequentially against the seven other main characters before confronting the final four boss opponents, who consist of CPU-controlled characters not selectable by the player. As in the original, a second player could join in at any point during single player mode and compete against the other player in competitive matches.
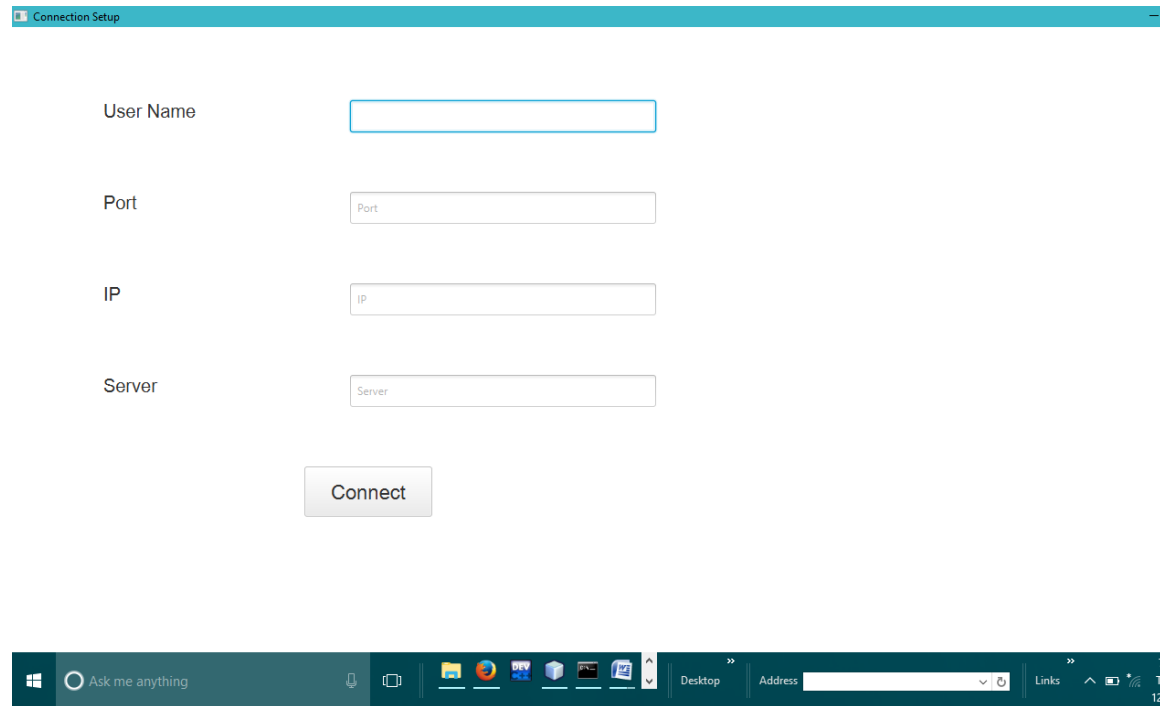
Planned Features:

        i)The player can perform three types of punch and kick attacks, each varying in speed and strength, and three special attacks: the *Hadouken*, *Shoryuken*, and *Tatsumaki Senpukyaku*. These are performed by executing special button combinations with the controls.

        ii) We will try to make the game more interesting by adding other popular characters from DC comics and Marvel such as Batman and Superman(if possible).

        iii) We will try to provide real life backgrounds other than the actual game.

Functions we have completed:

1.Login: Only valid players can enter the game by using their username,ipaddress,port and servername.If any of the field is incorrect,the gamer can not access the game.
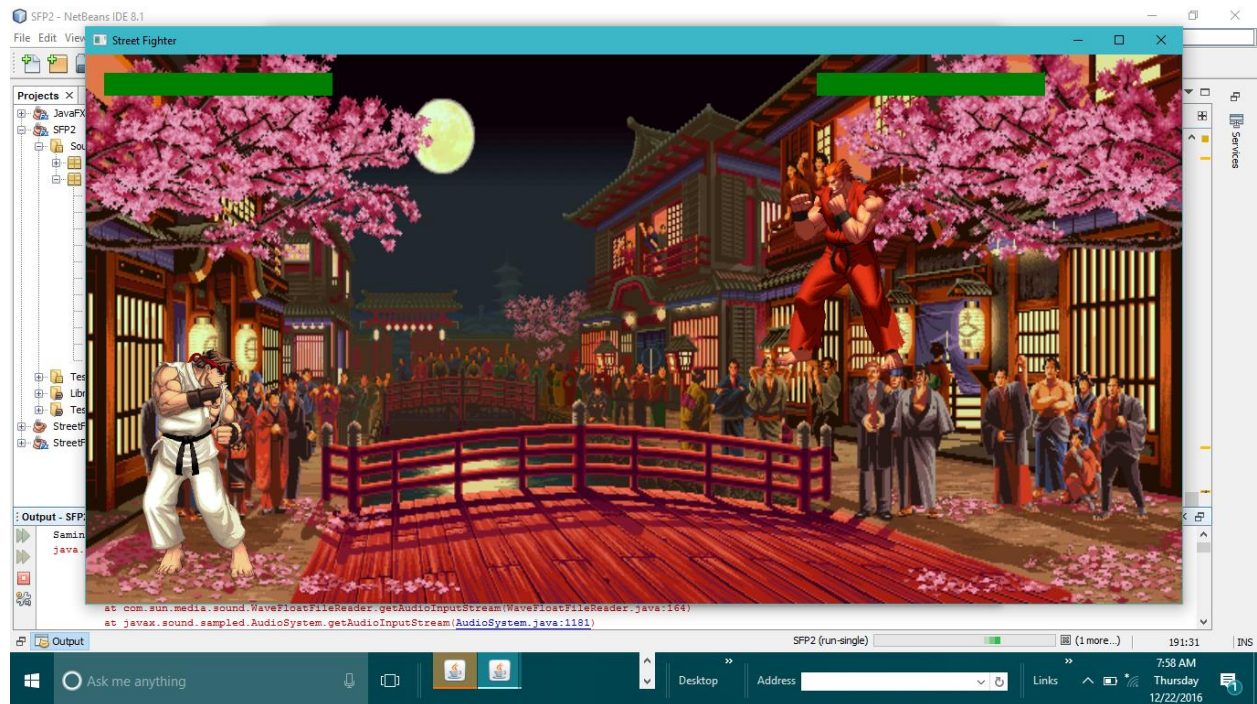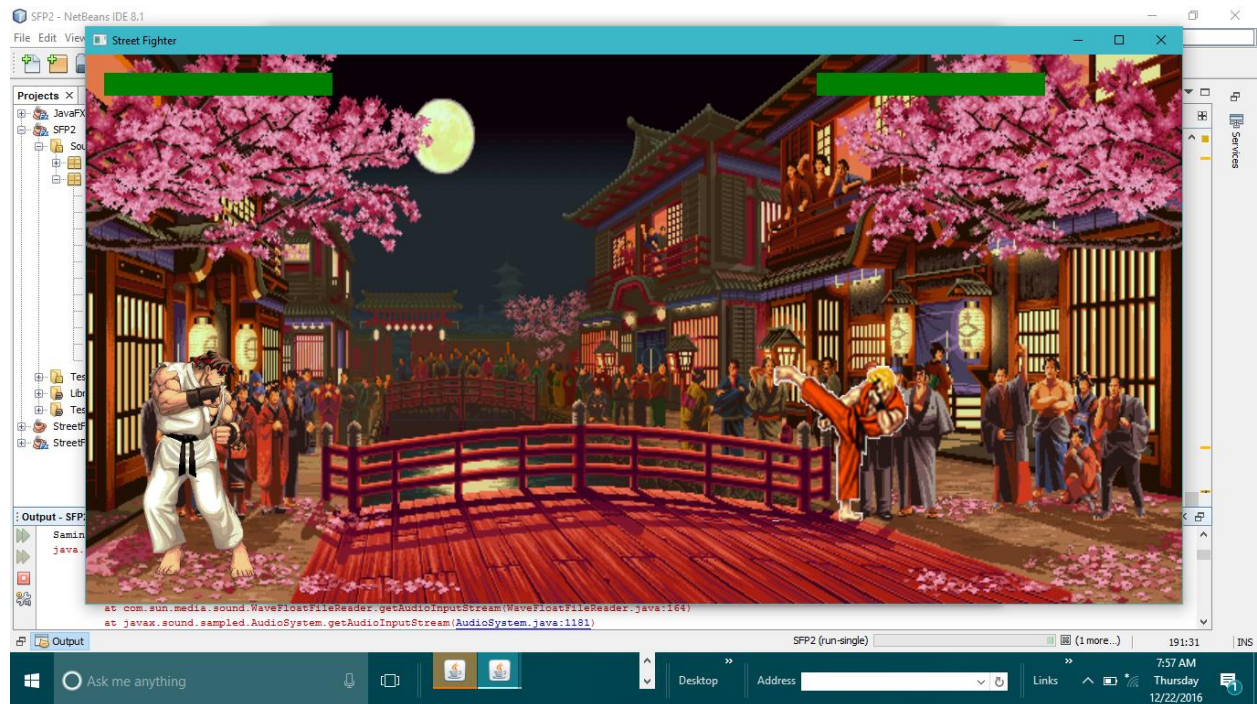

2.Actions:

Move: The characters can be moved forward and backward by Left and right key.
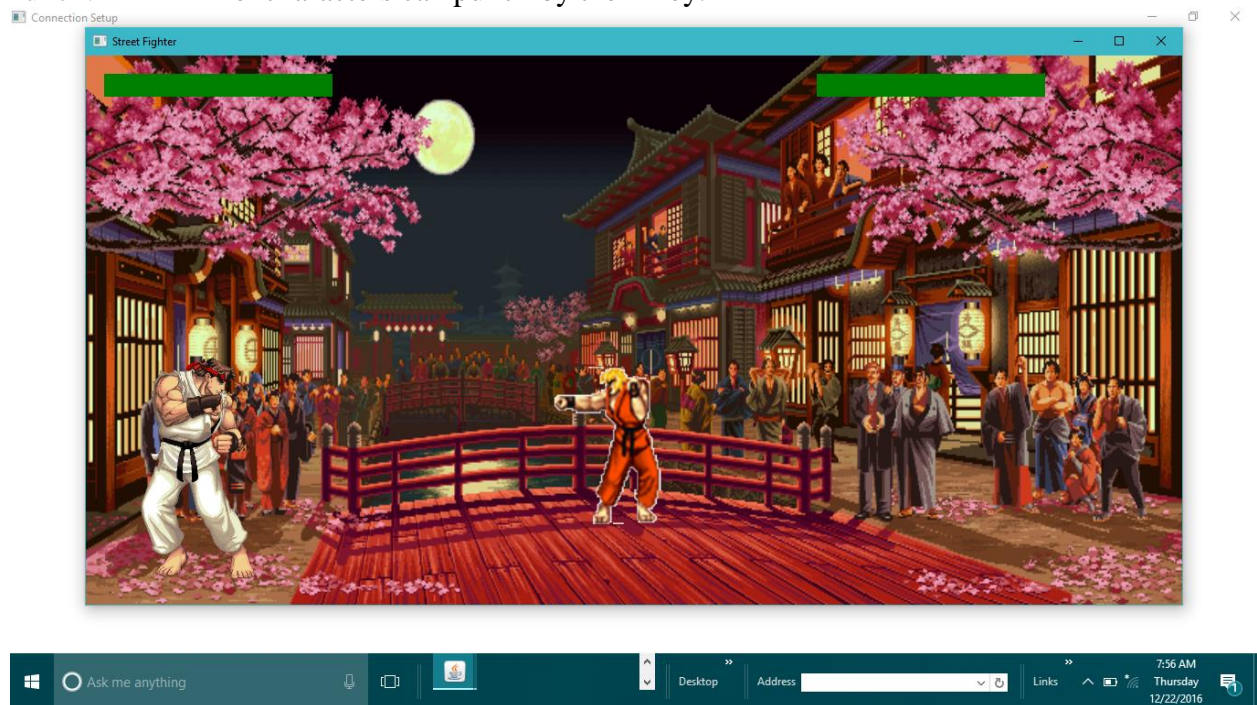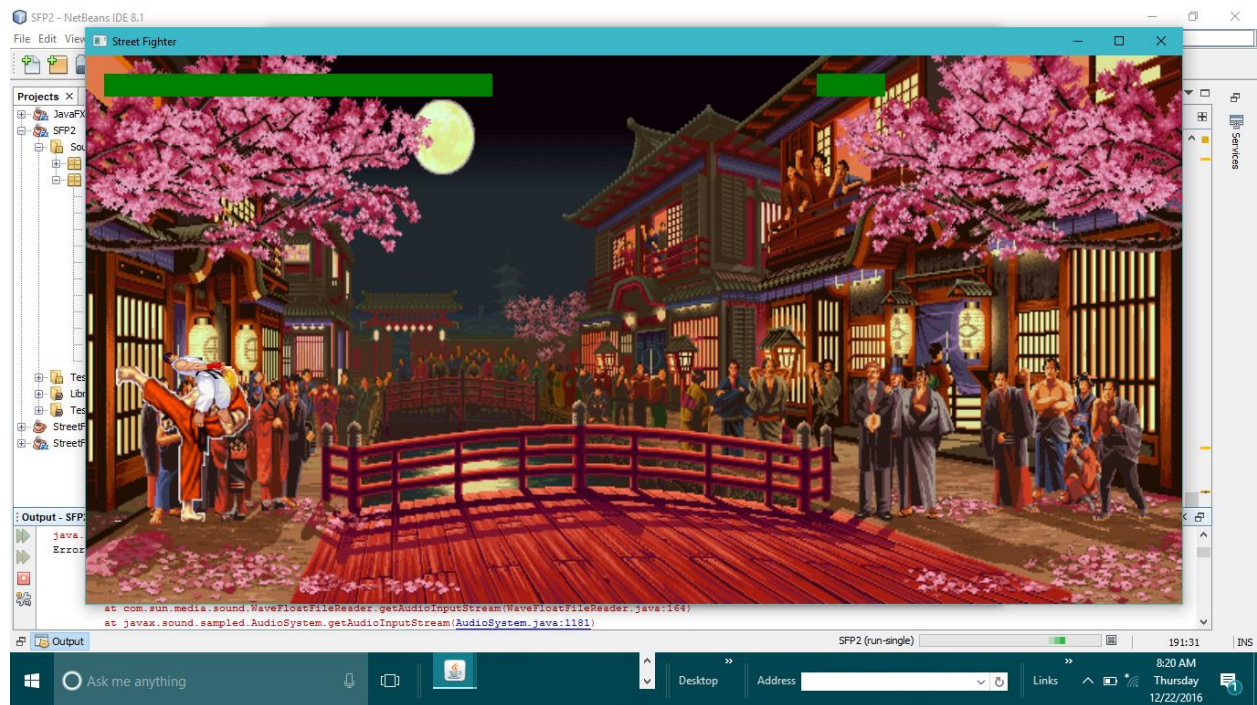
Jump: The character can be jumped by the up key.

Kick: The characters can kick by the K key.

Punch: The characters can punch by the P key.

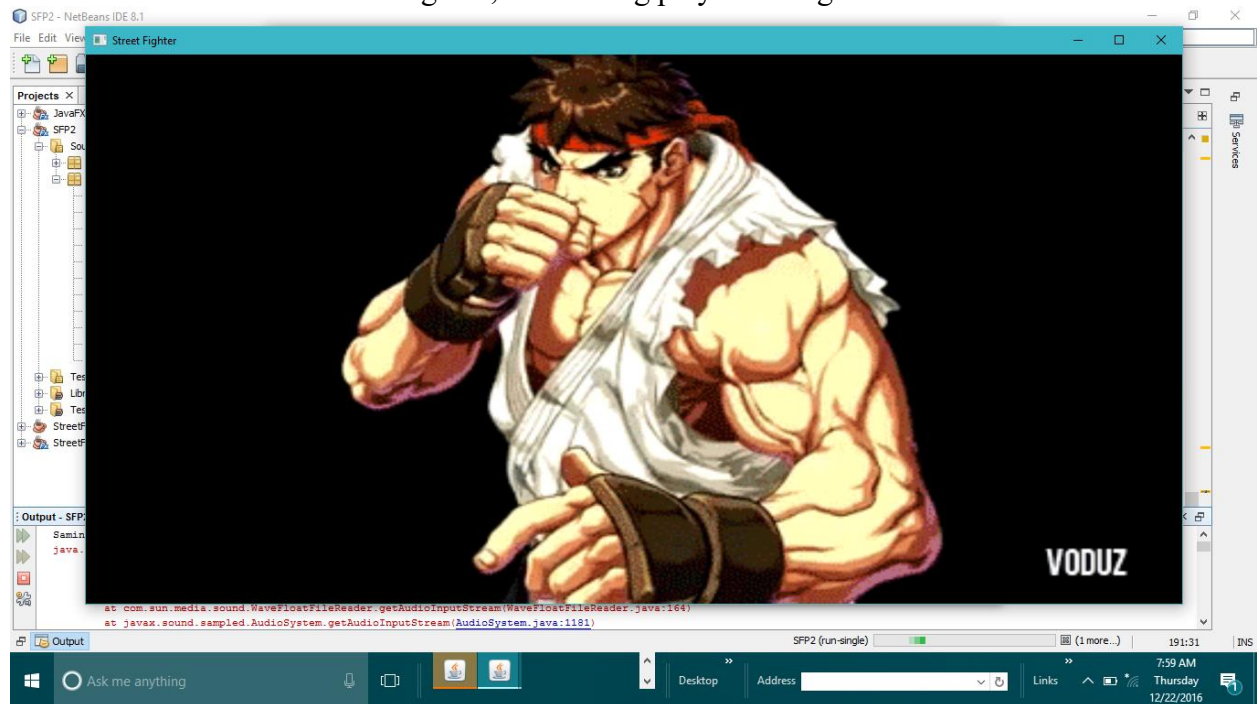**Reflex:** The characters show reflex when they are hit.

End of game:

At the end of the game,the winning player's image is loaded.

Sound: Sound of attack is played when a character is hit.

Networking:

The most interesting part of the game is that it supports networking.It can be played from two different machines under a local area network.This feature adds a tremendous charm in the game.

Things we couldn't complete:

Supporting multiple characters:

Our game provides only two characters.Ryu and Ken.

Reason:

It's very difficult to find proper images of characters and it's also very difficult to make characters to fight by only loading images.

Plan of solution:

We will try to find proper images as much as possible and will try to use game engine which was out of scope in this course.

Supporting different actions:

Our game provides only limited number of actions like moving,jumping,kicking and punching.

Reason:

It's very difficult to find proper images of characters and it's also very difficult to make characters to fight by only loading images.

Plan of solution:

We will try to find proper images as much as possible and will try to use game engine which was out of scope in this course.

Tools Used:

Netbeans.

JavaFx

Photoshop.

Regular images and cut images from sprite(mostly from google).

Java Networking tools.