Project Title: Sidreet Fighter

Description:

In this project, I will build a 2D fighting video game that resembles the old-fashioned Street Fighter game. In this game, the player takes control of a martial artist and competes against other martial artists in one on one fights consisting of three rounds where the winner is the player who empties his opponent’s health bar completely in two rounds out of three.

Libraries and features:

For now, I am sure that I will be using the pygame library mainly other libraries might be added if the need arises.

User interface:

The game will start off with a main menu that has a button to that takes the user to another screen containing the instructions, and it will have a play button that takes the user to another screen that allows the player to choose the mode. After that, the player will be asked to choose their character and then the player will be taken to the arena where the fight is going to happen.

First milestone demo:

For the first milestone, I am planning to demonstrate the basic moves and attacks on one character, mainly: punches, kicks, jumps, and movements.

Final set of features:

For the features, the game will have two competitive modes, a player vs player mode, where two players use a different set of keyboard keys to control their chosen characters, and a player vs computer mode where a player plays against a computer-controlled character. The characters should be able to perform basic moves and attacks to inflict damage to their opponents and block incoming attacks, all to knock out their foes and win two of the three rounds.