Personality Fighter

2D Fighting Game Design Document

*Combat System Driven by HEXACO + Enneagram Personality Framework*

# Executive Summary

Personality Fighter is a mobile-first 2D fighting game where combat abilities are determined by psychological personality assessments. Players discover their fighting style through HEXACO personality traits and Enneagram types, creating a unique fusion of self-discovery and competitive gameplay.

Core Innovation

Unlike traditional fighting games where players choose characters arbitrarily, Personality Fighter uses validated psychological frameworks to match players with ability classes that reflect their real personality traits. This creates authentic player investment and memorable matchup dynamics.

Key Features

* **HEXACO personality assessment** determines base ability class
* **Enneagram type** refines combat style and special abilities
* **Rock-paper-scissors** combat system with personality-based advantages
* **Mobile-responsive** touch controls with gesture-based moves
* **Narrative personality test experience** that teaches players about themselves

# Personality Framework

## HEXACO Model Overview

The HEXACO model measures personality across six major dimensions, each existing on a spectrum from low to high. These dimensions determine a player's primary ability class.

| **Dimension** | **Description** |
| --- | --- |
| **Honesty-Humility** | Sincerity, fairness, greed avoidance, modesty |
| **Emotionality** | Fearfulness, anxiety, dependence, sentimentality |
| **eXtraversion** | Social self-esteem, social boldness, sociability, liveliness |
| **Agreeableness** | Forgiveness, gentleness, flexibility, patience |
| **Conscientiousness** | Organization, diligence, perfectionism, prudence |
| **Openness** | Aesthetic appreciation, inquisitiveness, creativity, unconventionality |

## Enneagram Integration

The Enneagram provides nine distinct personality types that refine combat style within each ability class. Where HEXACO determines your fundamental power source, Enneagram shapes how you express that power in battle.

# Ability Class System

Eight core ability classes emerge from HEXACO personality patterns. Each class represents a distinct combat archetype with unique strengths, weaknesses, and thematic resonance.

## 1. Paladin

Personality Profile

* **HEXACO:** High Honesty-Humility, High Emotionality
* **Enneagram Alignment:** Type 1 (Reformer), Type 2 (Helper), Type 6 (Loyalist)
* **Core Motivation:** Protect others through righteous action

Combat Style

Defensive tank with burst damage potential. Paladins absorb punishment to protect allies and punish aggression with divine counterattacks.

| **Stats** | **Strong Against** | **Weak Against** |
| --- | --- | --- |
| **HP: 120**  ATK: 80  **DEF: 100**  SPD: 70 | Berserker  Trickster | Tactician  Shapeshifter |

Signature Moves

1. **Righteous Shield (Defensive):** Block incoming attack, gain shield meter. 15 frames.
2. **Divine Strike (Burst):** Consume shield meter for devastating counterattack. 35 frames.
3. **Aura of Protection (Support):** Passive damage reduction aura when below 30% HP. Always active.

## 2. Shadow Dancer

Personality Profile

* **HEXACO:** Low Honesty-Humility, High Openness
* **Enneagram Alignment:** Type 4 (Individualist), Type 7 (Enthusiast), Type 8 (Challenger)
* **Core Motivation:** Express power through unpredictability

Combat Style

High-mobility assassin with stealth mechanics. Shadow Dancers strike from unexpected angles and vanish before retaliation.

| **Stats** | **Strong Against** | **Weak Against** |
| --- | --- | --- |
| HP: 85  **ATK: 95**  DEF: 60  **SPD: 110** | Tactician  Elementalist | Paladin  Warden |

Signature Moves

1. **Umbral Step (Mobility):** Dash through opponent, becomes briefly invulnerable. 12 frames.
2. **Backstab (Burst):** Massive damage when attacking from behind. 25 frames.
3. **Shadow Veil (Stealth):** Become invisible for 3 seconds. Can only attack once. 20 frames startup.

## 3. Tactician

Personality Profile

* **HEXACO:** High Conscientiousness, Low Emotionality
* **Enneagram Alignment:** Type 1 (Reformer), Type 5 (Investigator), Type 6 (Loyalist)
* **Core Motivation:** Win through superior planning

Combat Style

Control fighter with traps and zoning. Tacticians force opponents into disadvantageous positions and exploit positioning errors.

| **Stats** | **Strong Against** | **Weak Against** |
| --- | --- | --- |
| HP: 95  ATK: 75  DEF: 80  **SPD: 85** | Paladin  Berserker | Shadow Dancer  Shapeshifter |

Signature Moves

1. **Calculated Strike (Control):** Medium damage, reduces opponent's meter. 22 frames.
2. **Trap Network (Setup):** Place invisible trap that triggers on proximity. 30 frames.
3. **Strategic Mind (Passive):** Meter builds 20% faster. See opponent's next move intent.

## 4. Berserker

Personality Profile

* **HEXACO:** Low Agreeableness, High eXtraversion
* **Enneagram Alignment:** Type 7 (Enthusiast), Type 8 (Challenger), Type 3 (Achiever)
* **Core Motivation:** Dominate through overwhelming aggression

Combat Style

Pure aggression glass cannon. Berserkers sacrifice defense for relentless offensive pressure and high damage output.

| **Stats** | **Strong Against** | **Weak Against** |
| --- | --- | --- |
| HP: 90  **ATK: 115**  DEF: 55  SPD: 90 | Elementalist  Warden | Paladin  Tactician |

Signature Moves

1. **Reckless Assault (Aggression):** High damage, no defense. Vulnerable during recovery. 18 frames.
2. **Blood Rage (Buff):** Gain attack boost when taking damage. Stacks up to 3x.
3. **Unstoppable Force (Super):** Armor through attacks for 5 seconds. 40 frames startup. Requires full meter.

## 5. Elementalist

Personality Profile

* **HEXACO:** High Openness, High Conscientiousness
* **Enneagram Alignment:** Type 1 (Reformer), Type 4 (Individualist), Type 5 (Investigator)
* **Core Motivation:** Master fundamental forces of nature

Combat Style

Zoner with projectiles and area control. Elementalists manipulate the battlefield through elemental magic, keeping opponents at optimal distance.

| **Stats** | **Strong Against** | **Weak Against** |
| --- | --- | --- |
| HP: 80  **ATK: 100**  DEF: 65  SPD: 75 | Warden  Trickster | Shadow Dancer  Berserker |

Signature Moves

1. **Fireball (Projectile):** Fast projectile, medium damage. 16 frames.
2. **Ice Wall (Control):** Create barrier that blocks movement. Lasts 4 seconds. 28 frames.
3. **Elemental Mastery (Passive):** Cycle between fire, ice, lightning elements. Each has unique properties.

## 6. Warden

Personality Profile

* **HEXACO:** High Agreeableness, High Emotionality
* **Enneagram Alignment:** Type 2 (Helper), Type 6 (Loyalist), Type 9 (Peacemaker)
* **Core Motivation:** Maintain balance and harmony

Combat Style

Balanced all-rounder with healing. Wardens sustain through fights with regeneration and measured offense.

| **Stats** | **Strong Against** | **Weak Against** |
| --- | --- | --- |
| **HP: 110**  ATK: 85  **DEF: 90**  SPD: 80 | Shadow Dancer  Shapeshifter | Berserker  Elementalist |

Signature Moves

1. **Harmonious Strike (Balanced):** Medium damage, heals 10% of damage dealt. 20 frames.
2. **Nature's Blessing (Healing):** Heal over time for 6 seconds. 35 frames startup.
3. **Equilibrium (Passive):** Regenerate 1% HP per second when not attacking or taking damage.

## 7. Trickster

Personality Profile

* **HEXACO:** Low Honesty-Humility, High eXtraversion
* **Enneagram Alignment:** Type 3 (Achiever), Type 7 (Enthusiast), Type 8 (Challenger)
* **Core Motivation:** Win through clever deception

Combat Style

Mix-up specialist with illusions and feints. Tricksters keep opponents guessing with unpredictable attack patterns.

| **Stats** | **Strong Against** | **Weak Against** |
| --- | --- | --- |
| HP: 90  ATK: 90  DEF: 70  **SPD: 100** | Tactician  Paladin | Warden  Elementalist |

Signature Moves

1. **Phantom Strike (Mix-up):** Create clone that attacks simultaneously. 50/50 which is real. 24 frames.
2. **Sleight of Hand (Counter):** Dodge attack and teleport behind opponent. 8 frame window.
3. **Illusion Master (Passive):** Random chance to dodge attacks (15%). Creates afterimage.

## 8. Shapeshifter

Personality Profile

* **HEXACO:** High Openness, Low Conscientiousness
* **Enneagram Alignment:** Type 4 (Individualist), Type 7 (Enthusiast), Type 9 (Peacemaker)
* **Core Motivation:** Adapt to any situation through transformation

Combat Style

Adaptive stance-changer with form transformations. Shapeshifters counter opponents by shifting between multiple fighting styles mid-match.

| **Stats** | **Strong Against** | **Weak Against** |
| --- | --- | --- |
| **HP: 100 (Variable)**  **ATK: 90 (Variable)**  **DEF: 75 (Variable)**  **SPD: 95 (Variable)** | Varies by form  Counter-matchup | Paladin  Tactician |

Signature Moves

1. **Form Shift (Transformation):** Change between Agile, Power, and Defense forms. Instant.
2. **Adaptive Strike (Context):** Attack properties change based on current form. 18 frames.
3. **Perfect Adaptation (Passive):** Gain bonus stats matching opponent's highest stat.

# Combat System Mechanics

## Rock-Paper-Scissors Foundation

At its core, combat uses a sophisticated rock-paper-scissors system where each ability class has natural advantages and weaknesses against specific opponents. This creates learnable matchups while maintaining strategic depth.

Advantage System

* **Strong Advantage:** +50% damage, +20% meter gain
* **Neutral Matchup:** Standard damage and meter
* **Weak Disadvantage:** -30% damage, -15% meter gain

## Complete Matchup Matrix

| **Attacker** | **Paladin** | **Shadow** | **Tactician** | **Berserker** | **Element** | **Warden** | **Trickster** | **Shifter** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Paladin** | — | Weak | Weak | Strong | Neutral | Neutral | Strong | Weak |
| **Shadow Dancer** | Strong | — | Strong | Neutral | Strong | Weak | Neutral | Neutral |
| **Tactician** | Strong | Weak | — | Strong | Neutral | Neutral | Weak | Weak |
| **Berserker** | Weak | Neutral | Weak | — | Strong | Strong | Neutral | Neutral |
| **Elementalist** | Neutral | Weak | Neutral | Weak | — | Strong | Strong | Neutral |
| **Warden** | Neutral | Strong | Neutral | Weak | Weak | — | Neutral | Strong |
| **Trickster** | Weak | Neutral | Strong | Neutral | Weak | Neutral | — | Neutral |
| **Shapeshifter** | Strong | Neutral | Strong | Neutral | Neutral | Weak | Neutral | — |

## Frame Data & Timing

All moves are measured in frames assuming 60 FPS gameplay. Understanding frame data is crucial for competitive play.

Frame Categories

* **Fast (8-15 frames):** Quick jabs, evasive moves, basic attacks
* **Medium (16-25 frames):** Most special moves, standard combos
* **Slow (26-35 frames):** Heavy attacks, setup moves, transformations
* **Very Slow (36+ frames):** Ultimate abilities, high-commitment moves

## Meter System

Each fighter builds meter through combat actions, enabling powerful special moves and ultimate abilities.

Meter Gain

* **Dealing damage:** 5 meter per 10 damage
* **Taking damage:** 3 meter per 10 damage taken
* **Blocking:** 2 meter per successful block
* **Passive:** 1 meter per second

Meter Usage

* **Special Move:** 25 meter
* **Ultimate Ability:** 100 meter (full meter)
* **Cancel:** 10 meter (cancel current move into another)

# Visual Design Direction

## Art Style

Modern 2D with animated sprites or skeletal animation. Character silhouettes must be instantly recognizable, with personality traits visually reinforced through design.

Color Palette by Class

| **Class** | **Visual Theme** |
| --- | --- |
| **Paladin** | Gold and white with holy light effects. Divine energy radiates from attacks. |
| **Shadow Dancer** | Deep purple and black with smoke trails. Movements leave afterimages. |
| **Tactician** | Steel blue and silver with geometric patterns. Precise, calculated animations. |
| **Berserker** | Blood red and dark crimson with violent energy. Attacks have heavy impact. |
| **Elementalist** | Shifting elemental colors: orange (fire), cyan (ice), yellow (lightning). |
| **Warden** | Forest green and earth tones with natural particle effects. Calm, flowing movement. |
| **Trickster** | Neon pink and electric blue with glitch effects. Unpredictable animations. |
| **Shapeshifter** | Prismatic colors that shift between forms. Fluid transformation effects. |

## UI/UX Considerations

* **Health bars** at top of screen, colored by personality class
* **Meter gauge** below health, fills with combat actions
* **Touch controls** overlay on sides of screen (gesture-based)
* **Personality indicator** shows HEXACO + Enneagram type
* **Advantage arrows** briefly show matchup strength at fight start

# Implementation Roadmap

## Phase 1: Core Combat Prototype

Time Estimate: 4-8 hours | AI Direction: 20 minutes

1. Set up Phaser project with mobile-responsive viewport
2. Create two fighter sprites (placeholder rectangles with class colors)
3. Implement basic three-state machine: Idle, Attack, Hit
4. Add touch controls: tap to attack, swipe for movement
5. Show health bars that decrease on hit
6. Test on mobile browser to verify controls feel responsive

## Phase 2: Personality Integration

Time Estimate: 8-12 hours | AI Direction: 30 minutes

1. Create personality selector UI (3-5 personality types initially)
2. Map personality types to ability classes from this document
3. Implement rock-paper-scissors advantage system
4. Add class-specific base stats (HP, ATK, DEF, SPD)
5. Create distinct visual effects per class (color overlays)
6. Implement one signature move per class
7. Test personality matchups to verify advantage system works

## Phase 3: Complete Move Sets

Time Estimate: 12-16 hours | AI Direction: 45 minutes

1. Implement all signature moves from ability class definitions
2. Add gesture recognition for different move types (swipe patterns)
3. Create meter system with gain from damage dealt/taken
4. Add special moves that consume meter
5. Implement passive abilities for each class
6. Balance testing: adjust frame data and damage values

## Phase 4: Polish & Production

Time Estimate: 20-30 hours | AI Direction: 60 minutes

1. Refactor to component-based architecture (see main architecture doc)
2. Create proper sprite animations or skeletal rigs
3. Add particle effects for all ability classes
4. Implement sound effects and background music
5. Build menu system and personality test interface
6. Add training mode and versus mode
7. Performance optimization pass (object pooling, draw call reduction)
8. Extensive playtesting across devices

# Technical Specifications

## Data Structures

Key data structures that AI agents will implement based on this design document.

PersonalityData Object

const personalityData = {
hexaco: { H: 0-100, E: 0-100, X: 0-100, A: 0-100, C: 0-100, O: 0-100 },
enneagram: 1-9,
abilityClass: 'Paladin' | 'Shadow Dancer' | ...,
derivedTraits: { combatStyle, preferredRange, riskTolerance }
}

AbilityClass Object

const abilityClass = {
name: 'Paladin',
baseStats: { hp, atk, def, spd },
moves: [{ name, type, frames, damage, meterCost, effects }],
passive: { name, description, implementation },
matchups: { strongAgainst: [], weakAgainst: [] },
visualTheme: { primaryColor, secondaryColor, effectType }
}

Fighter State

const fighterState = {
personality: PersonalityData,
abilityClass: AbilityClass,
currentHP: number,
currentMeter: number,
position: { x, y },
stateMachine: 'idle' | 'attacking' | 'defending' | 'hit' | 'downed',
activeEffects: [{ name, duration, strength }],
inputBuffer: []
}

## File Structure

Recommended project organization for implementation phase.

/src
/scenes
- BootScene.js
- MenuScene.js
- FightScene.js
- PersonalityTestScene.js
/components
- Fighter.js
- CombatComponent.js
- PersonalityComponent.js
- InputComponent.js
/systems
- StateMachine.js
- CombatResolver.js
- TouchInputHandler.js
- MeterSystem.js
/data
- personalityDatabase.js
- abilityClasses.js
- moveDatabase.js
- matchupMatrix.js
/utils
- PersonalityMapper.js
- AdvantageCalculator.js
/assets
- /sprites
- /effects
- /audio
- /ui

# Next Steps

This design document provides complete specifications for implementing your personality-driven 2D fighting game. Use it as the authoritative reference when directing AI coding agents.

Immediate Actions

1. **Validation Phase:** Build Phase 1 prototype to test core combat feel
2. **Personality Mapping:** Validate HEXACO → Ability Class mappings with test players
3. **Balance Testing:** Verify rock-paper-scissors advantages feel fair and learnable
4. **Mobile Controls:** Iterate on gesture patterns until they feel intuitive

Success Metrics

* Players can identify their personality class within 2-3 matches
* Matchup advantages are clear but not deterministic
* Touch controls feel responsive (< 3 frame input lag)
* Game runs at 60 FPS on mid-range mobile devices
* Players report the personality assessment feels accurate

This document will evolve as you playtest and gather feedback. Treat it as a living specification, not a fixed blueprint.