------------------------Basic Concept-----------------------

Our game is a Street Fighter-esque fighting game where the sole objective is to "KO" your opponent (a second player) before they have the chance to KO you. Punching and kicking your opponent until their health meter is depleted can achieve a KO. The game will consist of only one round with a time limit, but can be restarted during (in the pause menu), or after the match (in the "Round over" screen).

---------------------------Combat--------------------------------

While a player is being hit, they will be stunned for a brief moment, allowing for combos to be achieved.

Kicks will be more powerful than punches and knock back the foe a short distance, but take longer to build up.

Punches do less damage and only knock the foe back a few pixels, but can be "spammed".

---------------------------Controls------------------------------

Both players will be able to move their characters on-screen via WASD and arrow keys, and use attacks via four undecided keys. \*\*

Both players will be able to jump, dodge, move left, move right, punch and kick at any time. If a player is on the edge of the screen, the screen will not scroll to give that player more space, meaning the boundaries of the screen are the boundaries of the map.

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\*\* These controls will be adjustable in the in-game pause menu (If we have enough time to add an in-game menu in the pause screen)