Battle Arena

By Bananahive

Woodrow Barlow

Alex Bartell

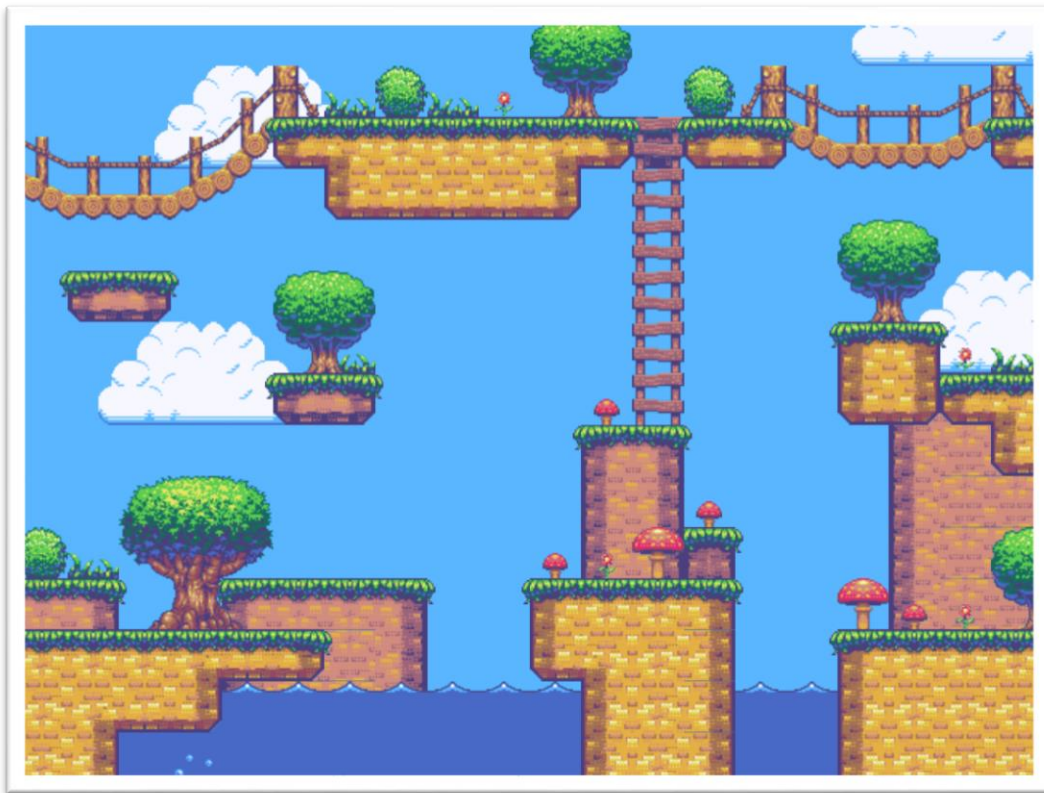Raymond Woods

Figure 1. "The Knoll", one of four available arenas for battle[1].

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[1] This is a real screenshot of the first arena we built in Game Maker. Artwork comes from a modified "Generic Platformer Tiles" tileset created by Surt of opengameart.org. CC-BY 3.0, GPL 3.0. http://opengameart.org/content/generic-platformer-tiles.

Battle Arena

Genre: Two-Player Arena Deathmatch, using 2D Platformer Controls

Platform: PC

Key Points

- Local Multiplayer Action! Two players play against each other on the same computer, using Xbox360 controllers.
- Each player chooses from one of four unique characters, then together they choose from one of four arenas.
- Character fight primarily with ranged weapons, using basic melee attacks as a last-ditch effort.
- Players start with limited ammunition in a few basic weapons, and can find additional ammunition plus extra weapons scattered around the map.
- Each character has different stats that change how they move and interact with their environment, plus a unique special attack.
- A player starts with three lives and 100 HP and lose one life when they fall off of an arena or when their HP hits zero. The last player standing wins.
- Characters are animal personas: a salamander, rhinoceros, fey, and penguin.

Team Biographies

Woodrow Barlow

I am a software developer, working primarily on embedded networking systems. My programming experience will allow us to unlock features in Game Maker that would otherwise be impossible or take great effort, without adding too much time to the project. As a hobby, I experiment with developing front-end interfaces for web applications, which often involves image manipulation and art asset creation. Although I'm not very artistically creative, my experience working with digital image editing software will allow us to convert creative art assets into assets that are polished and ready to use in-game. In my free time, I like to play casual video games. I like a game that I can sit down and play without needing to do a tutorial, and any game that introduces a novel mechanic.

Alex Bartell

I have a lot of experience playing many different types of games, which gives me a broad base of context and ideas to draw from. In the past, I've worked on creating my own maps and mods for a game called Neverwinter Nights. The game included a scripting language and the toolkit that the level designers used to make the official campaign, so it allowed a lot of freedom. Playing around with this has given me some prior experience in designing my own games. I have also spent some time working at both art and music, which gives me experience in being creative and trying to come up with something new and innovative. These experiences come together to give me a good perspective on designing and implementing a new game idea.

Raymond Woods

I've been a fan of video games for a large part of my life. Having played so many of them, I've seen what works and what does not. In middle school, I would go outside and imagine my own video game, and even had plenty of word documents that contained all the details for this game I wished to make. I've always been a dreamer, but never really had an outlet to make these games happen. Now that I've been given a medium and a team, I feel as though we can accomplish something wonderful. I'm always interested in games with a unique atmosphere and art style, as well as original concepts or mechanics that separate a game from any others. Games like The Binding of Isaac perfectly display the kind of game I want to make, where the art style, story, and main game mechanic are all unique and interesting, and the amount of content in it combined with its procedurally generated playstyle create a unique game every time you play, and all of these are aspects that I desire in our game.

Detailed Description

In a world without humans where animals have evolved freely, animals have achieved their full potential for intelligence. They build machines, make scientific discoveries, and they can speak. And since they can speak, they get into arguments. And since they argue, they fight.

Our game thrives on gameplay rather than story. It is a classic arena deathmatch game. It stands apart from others by excelling in arena design and having unique weapons. Additionally, each character is unique from the others and interacts with the environment in different ways.

Our first character, Sallie the salamander, can make quick teleporting jumps. This would allow her to jump behind an opponent and get in a few quick shots. Another character, Ruff the rhinoceros, is slow but can perform a big groundpound that stuns nearby characters. Aerie the fey can fly and swoops down on her enemies.

Players will start with limited ammunition in a few basic weapons: a rapid-fire energy rifle, an acid glob gun that leaves puddles of harmful goop on the ground, and a shotgun that sprays shells in a fan spread. If you run out of ammunition in these weapons, you can always resort to punching your opponent, but don't expect it to do much. Instead, it would behoove you to pick up the ammunition scattered across the map. You can even find a few new weapons, including, say, a rocket launcher that fires slow-moving projectiles that follow your opponent across the screen.

Some arenas will have unique characteristics. For example, the moon base has lower gravity. We may have an ice fortress that has slippery floors.

The control scheme will be fairly flexible. Since the game requires two players, you need at least one gamepad controller (we plan to design the game using an Xbox360 controller). When using one controller, player one will use the keyboard and player two uses the controller. If a second controller is plugged in, each player can use one controller.

One players wins by beating the other player in open combat. Each players starts with three lives. You can lose a life by losing all of your HP or being knocked off of the arena. If you reduce your opponent to zero lives, you win.

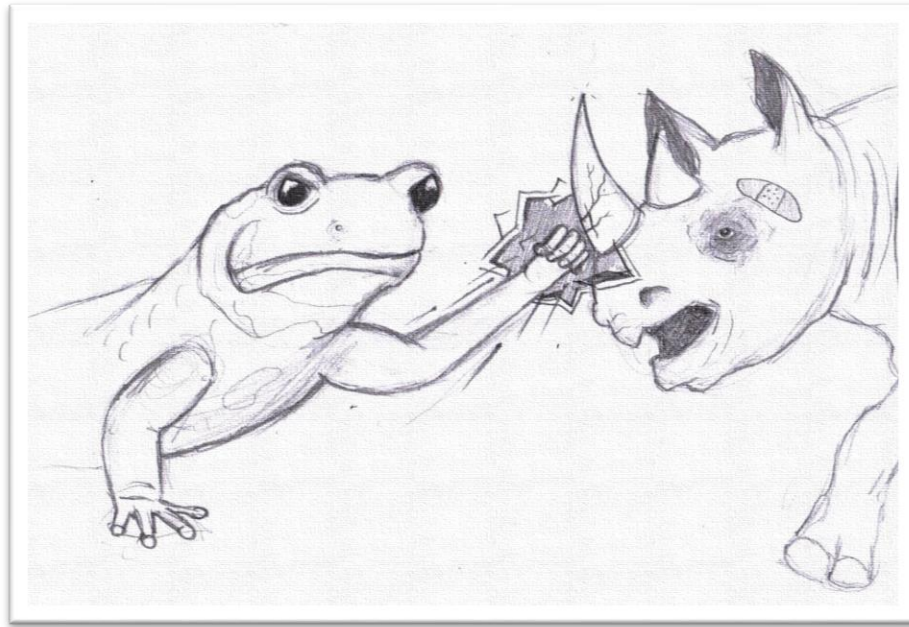For more information, check out the online GitHub wiki for our project, at https://github.com/woodrowbarlow/battlearena/wiki.

Artwork

Figure 2. Sallie the Salamander fights Ruff the Rhinoceros[2].

Figure 3. Concept art for Penn the Penguin[3].

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[2] Concept art by Mark Farris, licensed for use in Battle Arena.
[3] Concept art by Raymond Woods, licensed for use in Battle Arena.