

CS3110 Project Charter

Team members:

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Meeting plan:

We all live together so we can easily meet at least every other day in our suite.

Proposal:

We intend to build a game system that resembles Nintendo's Super Smash Bros. Our project will be a fighting game with multiple playable characters each with different attributes, attacks, and special moves.

Key Features:

- Physics engine
- GUI
- AI
- Characters
- Multiplayer

Narrative:

Super Smash Bros. is a fighting game in which characters seek to launch each other off of the stage and out of the map. Instead of having a health meter, players have a percentage meter which rises as they take damage. A player's percentage indicates how much further they will be launched by an attack relative to an arbitrary amount said to be "0%".

To knock out an opponent, the player must launch them outside the arena's boundary in any direction. However, when a character is hit off of the stage, they can attempt to recover by jumping and using abilities to get back onto the stage.

Each character has a similar set of abilities: three ground attacks (up, down, left/right), five aerial attacks (one in each direction + neutral), and four special attacks (up, down, left/right, neutral). However, the specific moves of each character are unique, and this makes the characters feel different to play with. Players can shield to protect themselves from attacks, but the shield can only withstand a certain amount of damage. Also, each character has different speeds, weights, and strengths. A character's speed affects not only his running speed but also his attack speed, a

character's weight affects how far he is launched (i.e. heavy characters get launched less far), and a character's strength affects the amount of damage his attacks do to opponents as well as their launching power.

The game could either be played against another player or against an AI.