**CS3110 Project Charter**

**Team members:**

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**Meeting plan:**

We all live together so we can easily meet at least every other 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

**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 could vary greatly. A play 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.