

Fightman

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1. Description

Fightman must fight his way through the different areas in order to become the greatest fighter in the world.

2. Rationale

"Fightman has been training all his life to become the greatest fighter in the world. After rapidly making his way up the ladder, he finally has a shot at the Top 3 and reaching the top. Help Fightman reach and defeat the Top 3 so he can be crowned 'The Greatest Fighter in the World'."

Fightman is an 8-bit style, traditional platform game in the same vein as Mega Man. But instead of the run and gun style of Mega Man, it has a combat system similar to Street Fighter.

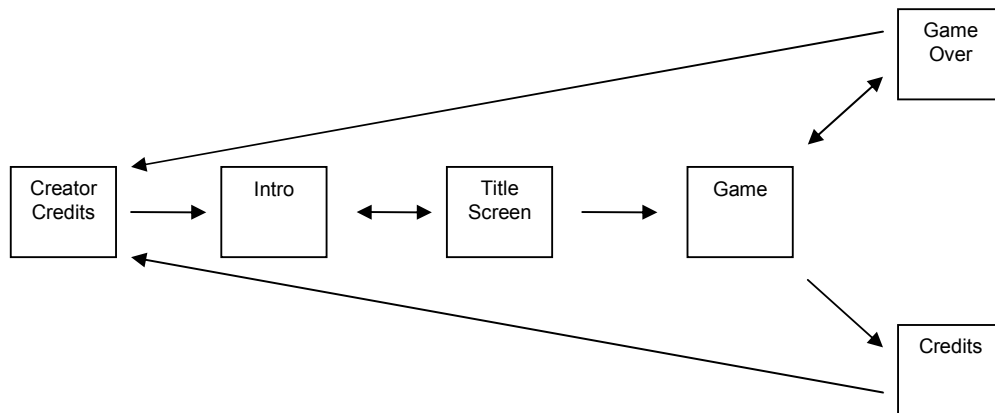
Fightman will have a variety of attacks to use, ranging from simple punches and kicks (on the ground and in the air) accessible by pressing the punch or kick button, to stronger attacks accessible by using button combinations similar to ones used in the Street Fighter series of games. In addition to the variety of attacks, Fightman will be able to block incoming attacks in order to reduce or negate damage and jump to navigate the terrain.

To progress through the game, Fightman must fight his way through various enemies whilst navigating through a level in order to reach the boss of the area. On defeating the boss, Fightman will advance to the next level/area. After defeating the 3 levels/areas and their bosses, Fightman will advance to the final arena where the final boss fight awaits. On defeating the final boss, the game is won. You will be congratulated and the credits will roll.

If Fightman's health is reduced to 0 he will lose a life. On losing a life and you have more than 0 lives remaining; you will start from the last checkpoint passed. Checkpoints are invisible and placed at the halfway point of a level and just before the boss fight. If Fightman's life count is reduced to 0, the game will go to a Game Over screen where the player will be given the option to start from the beginning of the level they were on, or quit to the title screen.

Scattered throughout the levels there is several power-ups. The power-ups include: temporary invulnerability, temporary strength increase, temporary speed increase, health packs and 1-ups.

3. Wire-frame



4. Core Mechanic Feature List

- Gravity
- Jumping
- Movement
- Acceleration and Deceleration
- Collisions
- Fighting Game Mechanics
- Hit-boxes and Hurt-boxes
- Enemy AI/Patterns
- Keyboard Controls
- Button Combinations
- Power-ups
- Cheat Codes

5. Asset List

Player Assets

- Idle
- Run
- Jump
- Fall
- Land
- Block
- Aerial Block
- Climb
- Damage
- Death
- Victory
- 3x Punch
- 3x Kick
- Uppercut
- Leg Sweep
- Aerial Punch
- Aerial Kick
- Fireball Motion
- Fireball Projectile
- Rising Uppercut

Other Graphics

- Level Tiles
- Enemies(Multiple)
 - Idle
 - Attacks
 - Damage
 - Jump
 - Death
 - Movement
- Menus and Titles
- Bosses (Multiple)
 - Idle
 - Attacks
 - Damage
 - Jump
 - Land
 - Death
 - Movement
 - Block
- Fonts
- Story Frames

Music and Sound

- Title screen
- Intro
- Level 1
- Level 2
- Level 3
- Level 4
- Boss
- Final Boss
- Victory
- Game Over
- Credits
- Jump
- Land
- Damage
- Hit
- Start
- Pause/Unpause
- Enemy Attacks
- Power-Ups

6. Visual References / Mood Board



7. Minimum Technical Requirements

- Flash Player 9
 - Intel® Pentium® II 450MHz or faster processor (or equivalent)
 - 128MB of RAM
- Keyboard
- Sound Card and Speakers
- 800x600 Screen Resolution