Street Fighter Z

Game Overview

Our game will be a keyboard-controlled fighting game in the vein of Street Fighter, Mortal Kombat, and Dragon Ball FighterZ. The object of the game is to lower your opponent’s health to zero before the timer runs out or the opponent lowers your health to zero. The player will have the choice of either fighting an easy, medium, or hard opponent.

Items to be implemented in the game would be hit boxes for the character models, health bars for each character, control and bot mechanics, timer?, win counter, and physics.

Gameplay
The player will have the ability to perform several actions such as jumping, crouching, punching, and kicking, as well as a special ability that can only be used when the special bar is filled. The player will have to fight several opponents, one at a time, at the set difficulty.

Controls

W – Jump  A – Move Left  C – Crouch  S – Move Right
I – Light Punch  O – Medium Punch  P – Heavy Punch
J – Light Kick  K – Medium Kick  L – Heavy Kick

Space – Special Attack?

Sound

Sound effects for our game will consist of grunts and hit noises to accompany characters getting hit.

Game Menu

Our game will have a main menu where the player can choose a difficulty and a pause menu to pause the game and quit.