

Super Bashing Boxers

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Key Game Features

- Title Screen (Way less extravagant, since I can't do gradient colors in Unity)
 - Title of game
 - Start Button
 - Quit Button
- Main Level
- End of Match Screen
 - Retry and Quit Buttons
 - These elements won't be implemented right now, but will be in the future

Game Details

- 2D Fighting Game
 - Made in 3D, due to the use of 3D models and renders
 - Battle against an AI
- Multiple Attacks (will be physical)
 - Kicks
 - Punches
- Jumping
- Getting hurt by attacks

- Includes knockback, after taking lots of damage
- Receive damage in the form of percent
 - Will make it be a stamina match for simplicity sake

The Player

The player model for the 2 players I made uses my low-poly model, and it will utilize moves and animations that come from Mixamo

- Attack 1: Punch
 - The most basic attack; jabs opponent
- Attack 2: Kick
 - Stronger than the punch

The Controls

The controls will simply use the classic wasd controls, and a little extra, according to the code in the scripts.

Stage



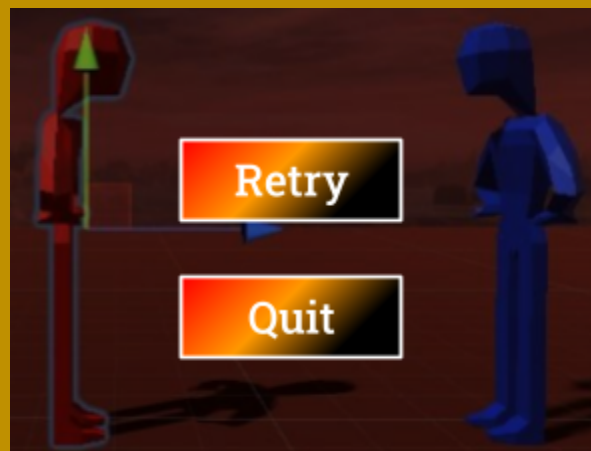
The picture above was made through the Microsoft Paint App (can't use this in Unity, however, but the idea is that this game is supposed to revolve around an apocalyptic-like scenario)

Start Screen



This is simplified to an orange-ish red background and button in Unity, since Unity can't support/allow for gradient colors to be used. (I could be wrong, but this is what I know).

End of Match Screen



Once again, this won't be added at this very moment, but once I polish everything, this will be added. Also, this image above should give a rough idea of what I plan on doing.