

Battle of the Elements (Fighting Game)

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Summary

Our project was called "Battle of the Elements". This project is a 3D fighting game with the sole purpose of two players playing against each other competitively. The main purpose of this game is to offer a unique experience other fighting games rarely accomplish nowadays. Fighting games in the past had a very difficult barrier to entry as the learning curve for most fighting games is high to very high. However, those same fighting games of the past did not do well on tutoring the player on the mechanics and controls. Fighting games in the recent years start to incorporate tutorials for each character to fix the issue, but another issue arises. The issue newer fighting games face is they incorporate a mechanic that allows new players to beat more experienced ones with less effort. The goal of our game is to reduce the barrier to entry by teaching players the mechanics and controls, while keeping them simple. With this, we also keep the skill curve of the older fighting games.

Description

We want players to be impressed by our fighting game. We are making a fighting game that not only shows two characters on the screen, but the environment, sounds, VFX, etc. We wanted to show developers what we are capable of right now and see if our fight game shows more similarity then the fight games that exist right now. We are focusing on designing our game in 3D models and making two players compete. We are expecting to make this in the 3D world and make it basic and detailed.

Methods

- GitHub
- Unity
- Trello
- Blender

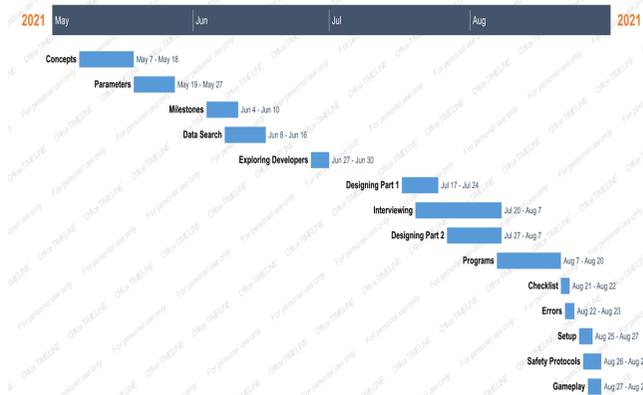
Deliverables

1. Unity 3D World: Environmental 3D Model
2. Blender FBX models

Required Resources

MSI GF75 17.3" Gaming Laptop, i5-10300H, 8GB, 128GB SSD+1TB
Seagate Portable 2TB External Hard Drive Portable HDD – USB 3.0 for PC, Mac, PS4, & Xbox - 1-Year Rescue Service (STGX2000400)
ALIENWARE M15 R3 GAMING LAPTOP
Amazon Basics High-Speed 4K HDMI Cable - 10 Feet
Sony - 85" Class X800H Series LED 4K UHD Smart Android TV
Wired Game Controller For PC / Raspberry Pi Gamepad, Remote Dual Vibration Joystick Gamepad For PC (Windows XP / 7/8/10) And
JBL 3 Series 305P MKII - monitor speaker
Logitech M570 Wireless Trackball Mouse
HDMI mini to USB C
Table 3x6
Table clothes fitted
Sound mixer
Head phones

Chart Fighting-Game



Results

Two players will have fun as they are fighting each other in the game, and we expect players not only to be impressed by the gameplay/function, along with the sounds, characters, and the environment.

Conclusion

We expect players to enjoy what the game has to offer, and to give any criticism on where our game can improve as a fighting game, whether it is gameplay mechanics, or character playstyles. This project give my group experience that can be used for gaming studios.

Literature cited

"Fighting Game Tropes." *TV Tropes*, tvtropes.org/pmwiki/pmwiki.php/Main/FightingGameTropes.

Russo, Cameron. "Fighting Fair: How to Create A Balanced Fighting Game." *Medium*, 4 Nov. 2020, cfrusso18.medium.com/fighting-fair-how-to-create-a-balanced-fighting-game-c23310adfac.

Ketonen, Miikka. *Miikka Ketonen Designing a 2D Fighting Game*. www.theseus.fi/bitstream/handle/10024/118514/Thesis_Miikka_Ketonen_KAT13PT.pdf?sequence=1.

Budget

Fighting the Elements		Prepared by:	Joel	Prepared by:	Joel
		TEAM:	Bryan, Quenton, and Quincy	TEAM:	Bryan, Quenton, and Quincy
		Date:	3.21.2021	Date:	3.22.2021
Materials build and paint					
AV materials	Total cost	\$	15,081.99		
Display materials	Total cost	\$	21,339.78		
scenic and paint	total	\$	36,421.77		
(Subtotal)					
Build Labor	Person hours				
Technical Director	198	Total=\$40 X hrs	\$	792.00	
AV labor	649	Total=\$20 X hrs	\$	311.30	
Display labor	303	Total=\$20 X hrs	\$	618.00	
Total labor	1150	total cost	\$	1,719.30	
Subtotal					
Totals	Break down chart				
Total materials		\$	36,421.77		
Total man hours	1155				
Total labor cost		\$	1,719.30		
Total cost		\$	38,141.07		

The Process

I primary focus on the character designing and coding. I will take first draw the character out by hand, then with some improvements and feedback from my group, I will take the character modeling to Blender. There, I will create dynamic animations unique to the character that will bring them their individual personality. There will be four characters and each the characters will represent an element such as fire, water, thunder, earth, etc. Once the characters are finished, I will import them to Unity and my group together will create the code for the mechanics, hitboxes, etc.

Example

