

Team Fighting Mongooses
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Golisano Combat

Introduction

Golisano Combat will be a 2D fighter along the lines of Street Fighter, Mortal Kombat, Guilty Gear, etc. It will pit fighters from the various majors that consider Building 70 home in an all-out battle for supremacy of Golisano across all the major RIT locations.

Features

1P versus the computer, as well as a 2P mode (using multiple input devices)
Classic Comebacks!
Strong fighting system with multiple taunts
Keyboard and Gamepad support
Customizable controls
Full Screen and Windowed mode support
Student as well as unlockable teacher combatants
Fighting locations based on actual RIT campus locations
Totally kickass music that is not reminiscent of being in an elevator (except in the elevator)
Multiple Screen Resolutions

Design

The plan is to use a modular design for the engine to help alleviate the work required to create new fighters and levels, and also to help make the code easier to read and update. Each character will have a state specifying their abilities to attack, move, and perform special abilities. This state will also decide whether input is read or ignored during that time (If a player is hit and knocked down, we don't want him jumping out of it). This game will be designed using the D3DXSprite class since it's intended to be an actual two dimensional game. The game will also use a timer for movement and input to allow special moves for players. For example, down, forward + punch might be a move but we don't want their to be a long pause between the button presses. The timing will also affect the animation, as we plan to just calculate the player's movements the same across different systems, so that different refresh rates will still have smooth animation. The input will be different objects for each player, so that player one might use a gamepad and player two can use the keyboard. We can't really have both players using the keyboard because of space and limitations of simultaneous button pressing. Each character will consist of a set of pixmaps for their movements and we will use pictures of campus as backgrounds. The characters will be pictures of students, either full pictures or heads attached to illustrated bodies. Fight locations will include: Gracies, Golisano, the elevator, the tunnels, Crossroads, in front of the Sentinel, and more. The game will also have the basics of a 2D fighter, such as health meters for each player. The engine will use rectangles to define the physical locations of players and their moves, and rectangle intersections to determine when a player is hit.