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Fighting Game – Ultimate Punch Frenzy: Immortal Peacetime: Fighters in the Street

2- Player Arcade-Style Fighter

*Title is still under development*

**Requirements include:**

- Keyboard Input for 2 players
- Change background images for different stages
- Construct platforms similar to waterfall lab
- Menu screen and character selection screen

**Frameworks to reference:**

- air hockey - collisions
- rainforest – change images, boundary control (lower and upper of stage, right and left to restrict characters in relation to each other and off-screen)
- waterfall – platforms, simulate droplets
Implement a Health Bar - to keep track of collisions or a timer to restrict length of “rounds”

Sound Effects – collision, reaching lower boundary (hit the ground)

**Design/Implementation**

Start with boxes that move the way we want the characters to using keyboard input

Add ability for character to attack, block and the concept of a health bar

Add images / sprites for character movement

Create different stages by changing aspects such as background images

Implement menu for stage selection – possibly character selection as well

Add music, sound effects