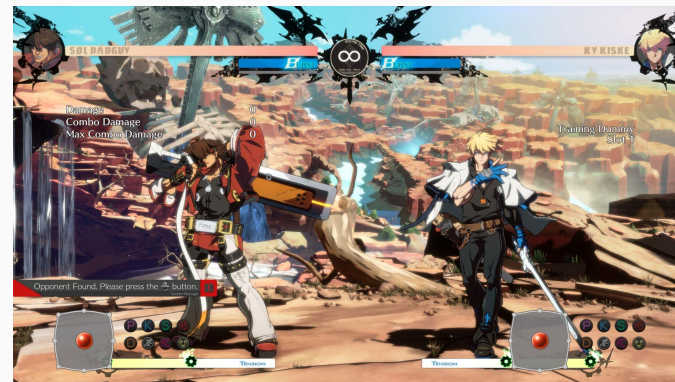
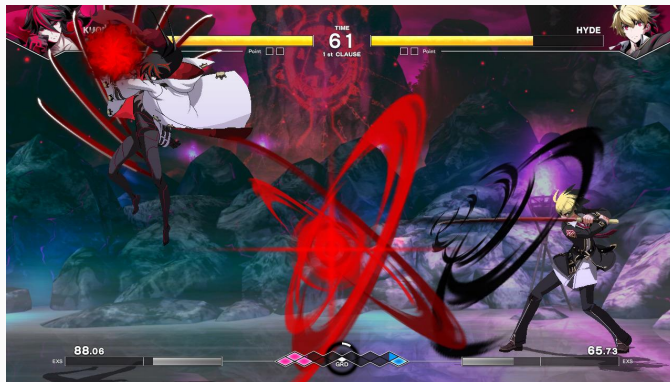


Senior Thesis Pitch

Daniel Cabang

Traditional Fighting Game

Keyboard /
Controller
compatible



Visual Style

Flair of Film Noir



Visual Style: Env

Art Deco



Basic Plot Synopsis

Film Noir/Action movie turned game

General Gameplay Mechanics

Archetypes:

Shoto

Rushdown

Grappler

Zoner

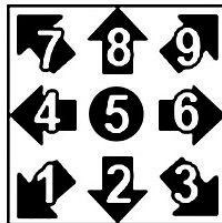


Deeper Mechanics

Motion Inputs

- Dragon Punch
- Fireballs
- Supers
- Back to Block

THE NUMERIC ANNOTATION SYSTEM



The numeric annotation system is based on the number arrangement found on the number pad of a standard keyboard.

Each number corresponds to a different direction.

1 = pressing down and back at the same time.

2 = Pressing down (and so forth).

5 is "neutral position", which means that you don't press any direction and let the joystick return to its neutral position in the center.

COMMON FIGHTING GAME INPUT MOVEMENTS

6 2 3 = Dragon Punch 4 2 1 = Reverse Dragon Punch

2 3 6 = Quarter Circle Forward 2 1 4 = Quarter Circle Back

4 1 2 3 6 = Half Circle Forward

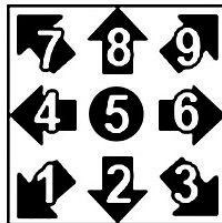
6 3 2 1 4 = Half Circle Back



Deeper Mechanics

Cont.

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COMMON FIGHTING GAME INPUT MOVEMENTS

6 2 3 = Dragon Punch 4 2 1 = Reverse Dragon Punch

2 3 6 = Quarter Circle Forward 2 1 4 = Quarter Circle Back

4 1 2 3 6 = Half Circle Forward

6 3 2 1 4 = Half Circle Back



Vid. Example

Gameplay

Zoner v. Shoto

