Game Design Documentation: Combat Kingdom by Apuroop Telukutla

1. Game Overview

- **Title:** Combat Kingdom
- **Genre:** Fighting Game / Arena Fighter
- **Platform:** PC
- **Theme:** Anime-inspired, fast-paced hand-to-hand combat in a pit-fight setting.
- **Project Type:** Personal project

2. Core Gameplay

- **Objective:** Players compete in one-on-one battles in a confined arena, focusing on hand-to-hand combat.
- **Combat System:**
  - **Moves:** Includes strikes, grapples, and combos.
  - **Special Abilities:** Unique moves for each character, triggered by specific input combinations.
  - **Mid-Air Launches:** Characters can perform aerial attacks and combos.
- **Visual Style:** Anime-inspired with vibrant, fast-paced visual effects and strong UI elements.
- **Arena Design:** Small, enclosed arenas designed for close-quarters combat.

3. Game Modes

- **Single Player:** Fight against AI opponents with increasing difficulty.
- **Training Mode:** Practice moves and combos with no pressure.
- **Challenge Mode:** Complete specific combat challenges to unlock rewards.

4. Characters

- **Design:** Stylized, anime-inspired characters with unique designs and abilities.
- **Customization:** Players can customize character appearances and some abilities.

- **Attributes:** Each character has specific stats for health, speed, and power.

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5. Controls

- **Basic Controls:**
    - **Movement:** Analog stick or directional keys.
    - **Attack:** Light, medium, and heavy attack buttons.
    - **Special Move:** Assigned to a specific button combination.
    - **Block/Defend:** Button to guard against attacks.
    - **Dodge/Evade:** Quick movement to avoid attacks.
- **Advanced Controls:**
    - **Combos:** Combination of button presses for complex attack sequences.
    - **Mid-Air Actions:** Controls for aerial combat and special moves.

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6. User Interface (UI)

- **Health Bar:** Displays player and opponent health.
- **Stamina Bar:** Shows stamina for performing special moves.
- **Special Move Meter:** Indicates readiness for special abilities.
- **Combo Meter:** Tracks and displays combo progress.
- **Round Indicators:** Shows round number and match progress.

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7. Audio and Visuals

- **Visuals:**
    - **Art Style:** Anime-inspired with exaggerated effects.
    - **Effects:** Flashy visual effects for attacks and special moves.
    - **Animations:** Smooth, fluid animations for combat and movement.
- **Audio:**
    - **Sound Effects:** Impactful sounds for attacks, hits, and special moves.
    - **Music:** Energetic and thematic soundtrack to enhance the fighting experience.
    - **Voice Acting:** Optional character voices for added immersion.

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8. Development Tools

- **3D Modeling:** Blender for character and environment modeling.
- **Animation:** Blender for character animations and rigging.
- **Game Engine:** [Specify engine, e.g., Unreal Engine, Unity]

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9. Additional Features

- **Replay System:** Record and review matches for strategy analysis.
- **Leaderboards:** Track and display top player scores or achievements (if applicable).
- **Achievements:** In-game rewards for completing specific challenges or milestones.

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10. Testing and Feedback

- **Playtesting:** Conduct regular playtests to refine gameplay balance and mechanics.
- **Feedback:** Gather feedback from players to improve and polish the game.