Name
Ultimate Dojo Showdown – By Shane Sok and Matt Ziegler

Brief Description

In this game you are a beginner student in a dojo, when it is attacked by a rival dojo. Your job is to regain control of the dojo using skills you already know and will learn along the way, to defeat all rivals.

Detailed Description

The fighting system will be based upon timing, kind of like music and dance games. The button symbols will move along a stream and you must hit the correct button when it hits the "sweet" spot. It will be turn based and at the beginning of each turn you select a move or combo to perform or some kind of defense. Depending on how well you perform it the more damage will be done. Maybe even a bonus for perfect timing.

The setting is a basic karate or martial arts dojo. Characters dressed up in karate gi's or ninja outfits.

You start off training with the head master where you will learn basic kicks and punches, one button/key press, to get you used to the fighting system. At the end of the training the head master will give you a "test" for your first belt. It will consist of combos that he will tell you first, which will end up being the move stream.

Once you pass, you are extremely excited and can't wait to practice again. The next day you arrive and find your dojo in flames with rival members taken over your dojo. You see your head master carried off by a mysterious man and the head master says that you are the only one that can save the dojo.

In order to save your master you have to defeat rival members. When you defeat rival "bosses" they will teach you some more combos or give powerups. To progress in the game you go through the different rooms of the dojo and encounter more enemies. The game ends once you defeat the mysterious man and save your head master.

Scalability Plan

In order to scale down this game it could be just one or two opponents to defeat. You could also limit the amount of health a character has. It could just be a top down view of the dojo and you could click which room you would like to enter. Also attack animations could be simple. Finally to scale it down even more, you could just have it turned based fighting system without the timing functions. You just select the attacks you want to perform, kind of like a pokemon battle system.

Game Principles Discussion
Players will be able to choose which attack/combos they want to perform. There is a risk/reward factor in this. Players must also perform the attack/combo they choose. The more powerful attack combos will have more buttons and speed variation versus normal attacks. Also depending on how well they perform the attack they could get a bonus, more damage or an extra turn. The player will also have the ability to choose which path to take to the head master. They can take a short simple route to get to the head master right away or they could go to every room in order to learn different combos or acquire powerups.

Design Challenges
A design challenge would be making characters/rivals interesting so it does not get boring, like you are not fighting the same opponent multiple times. Another challenge is making the difficulty of each opponent varied depending on the reward, like if it's worth defeating a "boss" to gain a combo or powerup. The combos must also be varied and unique. If they are too similar to each other, the sense of reward will be lost. Another challenge would amount of opponents, how long the game is.

Technical Overview
A fighting system based on the timing of button presses and if it is the correct button. Graphics could be in 2D or 3D. Attack animations could just be the players moving or some kind of animation showing an attack. Also some sound effects on the attacks would make the game a lot more enjoyable, like when attacking or being attacked. (karate sounds, maybe even some Bruce Lee – like sounds.) Some bg music will also add to the game. Some dramatic music when you see your dojo in flames, a triumphant sound when you earn your first belt or learn more moves/ defeat opponents. Some panic music when your health is low.

Technical Challenges
The main challenge would be the fighting system itself. How can you implement a timing system and make sure the key press is the correct key. If the game is in 3D, a simple rigging system or something along those lines will have to be designed in order to implement animations. You must design also design the AI. The challenge will be coming up with a fair way for them to fight against the player. The AI can't always get a perfect combo bonus. Attack sounds can be recorded by the designers, but other background music might have to be composed.