Monke Fight

Game Overview

Genre

Monke Fight is a 2d platform fighter based on Primates from around the world.

Philosophy

The core idea behind Monke fight is that the player never feels helpless. The worst part about any fighting game is just sitting there and watching your opponent thrash you for a while. The intent behind monke fight is to make a fast paced fighting game where you never get the feeling of "There's nothing I can do"

Scope

The Monke Fight Demo will have 3 characters and 2 stages. A Final Product would have 8 characters and 6 Stages

Software

Monke Fight will be developed in the Godot engine. Art assets will be created in Aseprite. Music and Sounds will be created in Audacity. The game will be planned to release on the web, either as a browser game, or for download on a market like itch.io

Feature Set

Controls

Monke Fight will be controlled via keyboard. Player One will use WASD and FGT, player 2 will use the arrow keys and M Comma Period. If controller support can be implemented, then up to four players can play with their choice of keyboard or controller. Controls will also be configurable in the options menu
1. Movement
   The basic movement options are left right movement, jumping, and crouching.
2. Ground Attacks
   While on the ground, each character has a set of 5 Normal attacks. 1 basic attack, 3 directional attacks, and a dash attack
3. Air Attacks
   While in the air, each character has a set of 5 attacks. 1 Normal attack, and 4 directional attacks
4. Boost Attacks

At any time, each character can use a weak but fast boost to maneuver around the stage. This will be on a cool down to prevent spamming. The function of this is to mitigate overwhelming stage control, and to prevent inescapable combos

5. Advanced Techniques
    a. Dodging
       On the ground, Each character also has 3 dodges, 1 for each side and 1 stationary.
       In the air, Each character has 5 dodges, 4 directional and 1 stationary.
    b. Parrying
       If the player dodges while being attacked, the attacking player will be thrown in the opposite direction of the dodge (if the player is dodging left, the attacker will be thrown right) The power and distance of the throw is determined by the amount of time between the attack being thrown and the dodge being initiated
    c. Fast falling
       The player can press down while in the air to quickly return to the ground

Mechanics

1. Pooping
   All monkeys have a poop meter that is constantly filling. Once the poop meter is full, the player can launch the poo. If you eat food, it increases the time on the meter, but makes a bigger poop. The poop comes out as a projectile that can be effective as a combo breaker and inflicts a slowness debuff on any players that are too close. Poo can be picked up and thrown just as a monkey would, and each throw has a chance to destroy the poop. Poop can also be caught by doing a neutral attack or a dodge
2. Momentum
   With each consecutive hit, the strength and knockback of each move is increased. The purpose of this is to break up combos without punishing the player for being good. This skill is on a timer. If the player goes too long without landing a hit, the momentum resets.

Gameplay

Monke Fight will either be a 1v1 game or an up to 4 player free for all. The players open the game, choose characters, and then choose a stage. The game is played until one character is left, or until the specifications of the match has been met

Options

The game will have 2 modes, stock and stamina. In stock, each player has a set number of lives and if a player runs out they are removed from the game. The players will be able to change the number of stocks, the amount of stamina each character has, and if the games will be single round or best 2 out of 3.

The Game World

Overview

The game takes place in the vast Aktakata jungle in the year 7443. The Aktakata is teeming with life and primates are crawling all over the place. When these furry fellas collide the monkey pride takes over, and the fisticuffs are raised

Story

Monke fighting is a recreational sport for the Monkeys of the Aktakata. There is no feud and no malice, nor is there any agenda or struggle for power. There are simply monkeys being monkeys, and having a good time

Locations

1. Ground
2. Understory
3. Jungle Canopy
4. The Limit
5. The Temple
6. Flatts
7. River

Levels

1. The Flatt
   One region of the forest has flat topped trees with extra sturdy leaves, and these trees serve as excellent arenas for Monke fights
2. The Canopy
   Near the top of the Aktakata, The tree limbs sprout far and wide. In a 3d environment this would hardly make for stable footing, but in the 2d perspective it makes for a perfect platform

Culture/Factions

Will return to this when I know more about Monkeys

Characters

Gorilla

1. Basic
   a. Neutral
      A slap
   b. Up

Gorilla jumps up. If it collides with another Character it grabs them and slams them to the ground

    c. Side

A swipe. If it connects too early or too late it is a weak hit that sends the opponent upward. If it connects on time it grabs the opponent and throws them in the opposite direction of the attack (If this is performed facing right, the other character will be thrown left)

    d. Down

A chargeable spin. Charging increases power, duration, and knockback of spin

    e. Dash

Gorilla charges forward and punches

2. Air
   a. Neutral

   A rapid spin

   b. Up

   An upward swipe. If it connects early enough it throws the enemy to the ground

   c. Forward

   A forward clap

   d. Backward

   A backflip kick. This move has a spike hitbox

   e. Down

   Gorilla stomps down. This move spikes opponents and allows Gorilla to jump off of them if timed correctly.

3. Boost
   a. Up

   A brief upward boost

   b. Forward

   Gorillas strongest Boost. Always travels the same distance, but the more momentum Gorilla has, the faster this boost is.

   c. Backward

   A short backwards dash

   d. Down

   Gorilla slams downward, bringing down anyone he collides with. If he hits the ground, it creates a shockwave. If he hits the ground with an enemy, the enemy takes massive damage

Macaque

1. Basic
   a. Neutral

   A mashable jab

   b. Up

   A spinning jump. This is a multi hit attack

   c. Side

A forward roll. This is a multi hit attack. If you mash the attack button, Macaque will keep rolling

    d. Down

Macaque grooms itself for fleas and recovers some health

    e. Dash

A Forward leap, followed by an upward jump

2. Air

    a. Neutral

A mashable spin. If you mash too long macaque gets dizzy

    b. Up

Upward poke that sends the enemy a short distance upward

    c. Forward

A lingering punch

    d. Backward

A lingering kick

    e. Down

A drill dive. This move starts slow but can speed up if you fast fall

3. Boost

    a. Up

Macaque jumps up, very high

    b. Forward

Macaque jumps forward in a long and shallow arc

    c. Backward

Macaque jumps backward in a small but tall arc.

    d. Down

Macaque cannonballs downward and bounces. If Macaque hits the ground it will bounce back up and its boost meter is refilled, but it loses speed.

Chimp

1. Basic

    a. Neutral

Chimp shrieks, dealing a small amount of aoe damage and giving the opponent a brief slowness debuff. If used on another chimp, It raises the attack power of both instead

    b. Up

Chimp swings a stick upward

    c. Side

Chimp slams a rock downward

    d. Down

Chimp beats his chest, giving him a brief speed and power boost

    e. Dash

Chimp leaps forward and scratches on impact. This does low damage and chimp passes through the opponent

2. Air

    a. Neutral

Chimp throws all its limbs outward. This is a lingering move
   b. Up
   Chimp punches upwards twice
   c. Forward
   A forward clap
   d. Backward
   A multi hit spinning attack
   e. Down
   Chimp latches onto the enemy and controls them until the opponent mashes out
3. Boost
   a. Up
   Chimp jumps up and automatically jumps off of any opponent it comes into contact with. If the player times a button press correctly, this jump does damage and knockback
   b. Forward
   Chimp helicopters forward
   c. Backward
   Chimp jumps backwards and flips in a long tall arc
   d. Down
   Chimp drills down. This move will drag down anyone it hits but it doesnt stop until Chimp hits the ground.

Potential future Characters
   Mandrill
   Human
   Bonobo
   Orangutan
   Proboscis

User Interface

Screens

1. Loading Screen
2. Title Screen
3. Main Menu
   a. Play Game
   b. Options
   c. Credits
4. Character Select Screen
   a. Options
5. Stage Select Screen
6. Options
7. Credits