

# “Project Absolute” - Game Document

## An Absolute Duo Fan Game

Original Concept by u/DamageXYZ39

Game Design Document by u/JaoutTAS

Most of this document is to get an idea for how the game will be like once completed (or at least polished enough to be a demo), for a development todo list, check the bottom of the document

## Story (General Summary):

[Tor](#) and [Julie](#) (as well as the other cast of the Anime/Manga, Absolute Duo) finally become Absolute Duo and are assigned to the Peace-keeping Corp and to where both Tor and Julie are both given assignments to go to certain places and fight the people that are there.

Before they do any missions there's a training mission where Tor and Julie train with either [Tatsu](#) and [Tora](#) or [Tomoe](#) and [Miyabi](#) to spar with, at first they'll let the player beat on them to get a hang of gameplay and how the fighting system will work.

After a certain point in the game, it is discovered that the school's headmistress, [Sakuya Tsukumo](#) have been using Tor and Julie for her own benefit and they have to fight/kill her. However, it will be a tough fight as she also has reached Absolute Duo.

[Story is willing to change at the discretion of the developer or the community]

## Gameplay:

### General Summary:

Gameplay at its most basic form would be like [Lego Star Wars](#) where you could move around, jump, attack and block, have two players in co-op and have a fixed camera angle.

At the more advanced stage of development, it would similar to [Devil May Cry](#) or [Bayonetta](#) where the player can dash and do combos to enemies and having a bar-based health system.

The gameplay consists of going through the level beating up enemies until the level is completed (Should take around 5-10 minutes to complete each level) and every few levels there will be a boss that the player has to defeat before continuing.

## - Controls:

The controls would be best to be played on a console controller due to its co-op manner but can also be played on a keyboard.

**Movement:** Left Joystick (Consoles), WASD/PL:” Keys (PC)

**Jumping:** A Button (Xbox), Cross Button (Playstation), H/Left Arrow Key (PC)

**Light Attack:** X Button (Xbox), Square Button (Playstation), F/Right Arrow Key (PC)

**Heavy Attack:** Y Button (Xbox), Triangle Button (Playstation), T/Up Arrow Key (PC)

**Blocking:** Hold - X Button (Xbox), Square Button (Playstation), F/Right Arrow Key (PC)

**Dashing:** Hold - A Button (Xbox), Cross Button (Playstation), H/Left Arrow Key (PC)

**Swap Characters:** If in singleplayer - B Button (Xbox), Circle Button (Playstation), G/Down Arrow Key (PC)

**Ultimate:** Hold - B Button (Xbox), Circle Button (Playstation), G/Down Arrow Key (PC)

## - Mechanics:

Each button and action have their own mechanic to it and response when it comes to gameplay

- **Light attack:** This attack can be quick and swift and doesn't do a lot of damage, perfect for finishing off a weakened enemy.
- **Heavy attack:** This attack is slower than a light attack but can hit harder and make an enemy stumble if a combo involves a lot of heavy attacks.
- **Dashing:** With most characters, a dash can be used to avoid an attack or a group of enemies but with a few characters, a dash can be used to damage enemies if aimed towards them.
- **Blocking:** Can be used to block attacks with varying effectiveness based on different characters (A character based on defence can be better at blocking than a character which is primarily a heavy attacker)
- **Ultimate:** After spending a certain amount of action points, the player can have a special attack which can either kill all enemies in the current area or have boosts

## - Playstyles:

Each character has their own playstyles and combos to defeat enemies

- **Tor** is a defensive character where he uses his shield to block attacks however he does have a slow but hard punch but can also use his shield as a weapon when dashing or jump attacking (Holding Heavy Attack while in the air). When he uses his **Ultimate** he uses one of Julie's swords to where he can attack faster.

- **Julie** is a quick offensive character where she can use her dual swords to attack quickly and swiftly and doesn't have the best defence capabilities as Tor does so she stumbles when blocking an attack.

## Game Development Stages:

Each game has a beginning, middle and end but not just the story but also for the making of the game itself.

### 1. Barebones Prototype

To start off with the developer needs a simple project where all the player is a simple capsule, basic mechanics. Basically enough to have a functional game, even if barebones.

Things to do:

1. Make a simple arena using a [plane](#)
2. Use a capsule as a player
3. Program a simple movement system which responds to the WASD keys
4. Implement other mechanics like attacking (Others are optional ATM)
5. Add a simple enemy with no AI, just to hit and kill.

*The other stages are upcoming soon*

### 2. Adding meat to it

### 3. Adding a story and levels

### 4. Final polish