

What if Steven Universe had a fighting game?

Type: Street Fighter/Capcom style

Devs: Preferably devs who know fighting games (Mane six of Them Fighting Herds for an example) and/or could do the source material justice (ArcSys?)

Roster: Steven, Garnet, Amethyst, Pearl, Greg, Connie, Ronaldo, Lapis Lazuli, Jasper, Peridot, Ruby, Sapphire, Spinel, Aquamarine (probably more TBD)

Fight modes: Solo, teams, trios, Gauntlet, No specials

Fusion

- During tag or trios matches, there would be a special button combo dedicated to fusing the two GEM OR HALF GEM characters (sorry humans) you picked together (example: Ruby and Sapphire could let you play as Garnet without selecting her)
- Fusions are glass cannons. They hit hard and depending on the fusion will probably erase the opponents' health faster than you can sing the Cookie Cat jingle, but you also get hit harder as a result
- Unique fusions not in the show could also be made. Yes, Lapidot fusion could finally be real!