

2 Player Fighting Game

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Abstract: *This project introduces a dynamic 2-player fighting game that offers both single-player and multiplayer gameplay modes. Designed for accessibility and competitive engagement, the game features a roster of distinct fighters, each equipped with unique abilities, attack combinations, and defensive maneuvers. The combat system is intuitive yet deep, allowing players to master timing-based attacks, counters, and special moves to outmaneuver opponents. In single-player mode, players can battle AI-controlled opponents with adjustable difficulty levels, enabling skill progression and strategic learning. The multiplayer mode supports both local and online player-versus-player (PvP) combat, offering an immersive and competitive experience. The game incorporates a responsive control system, fluid animations, and optimized performance to ensure smooth and engaging gameplay across different platforms. Graphically, the game employs a visually appealing art style, combining detailed character animations and dynamic environments to enhance the intensity of battles. Background music and sound effects further enrich the immersive experience, complementing the fast-paced action. The game is developed using a robust game engine such as Unity or Unreal Engine, ensuring scalability, realistic physics, and seamless networking for online play. Future updates may include expanded character customization, additional fighting arenas, online matchmaking, and tournament modes to enhance replayability. By blending simplicity with strategic depth, this fighting game aims to appeal to both casual players and competitive gamers, delivering an exciting and challenging combat experience...*

Keywords: gameplay modes