

Core Gameplay:

Dirk has limited superhuman strength and invulnerability, coupled with impressive reflexes and hand-to-hand combat skills. He has never been able to fly, which annoys him. He web-slings around the city.

Combat Mechanics:

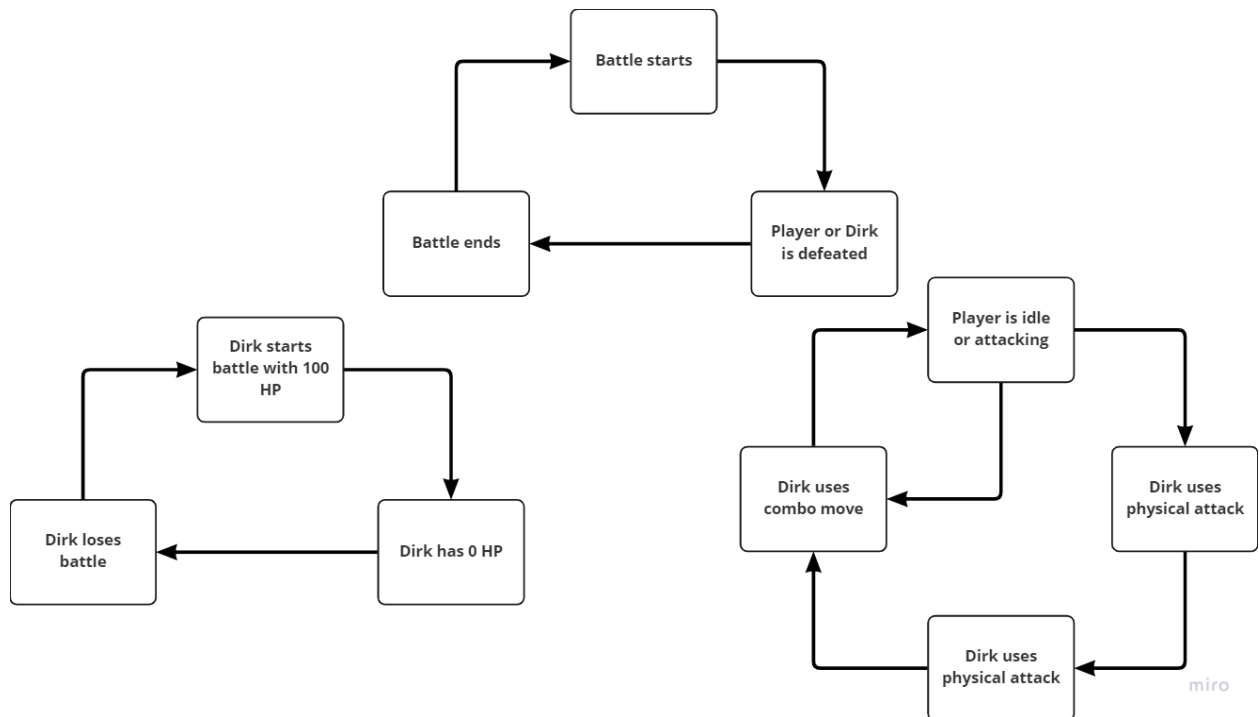
Dirk uses the following combat mechanics:

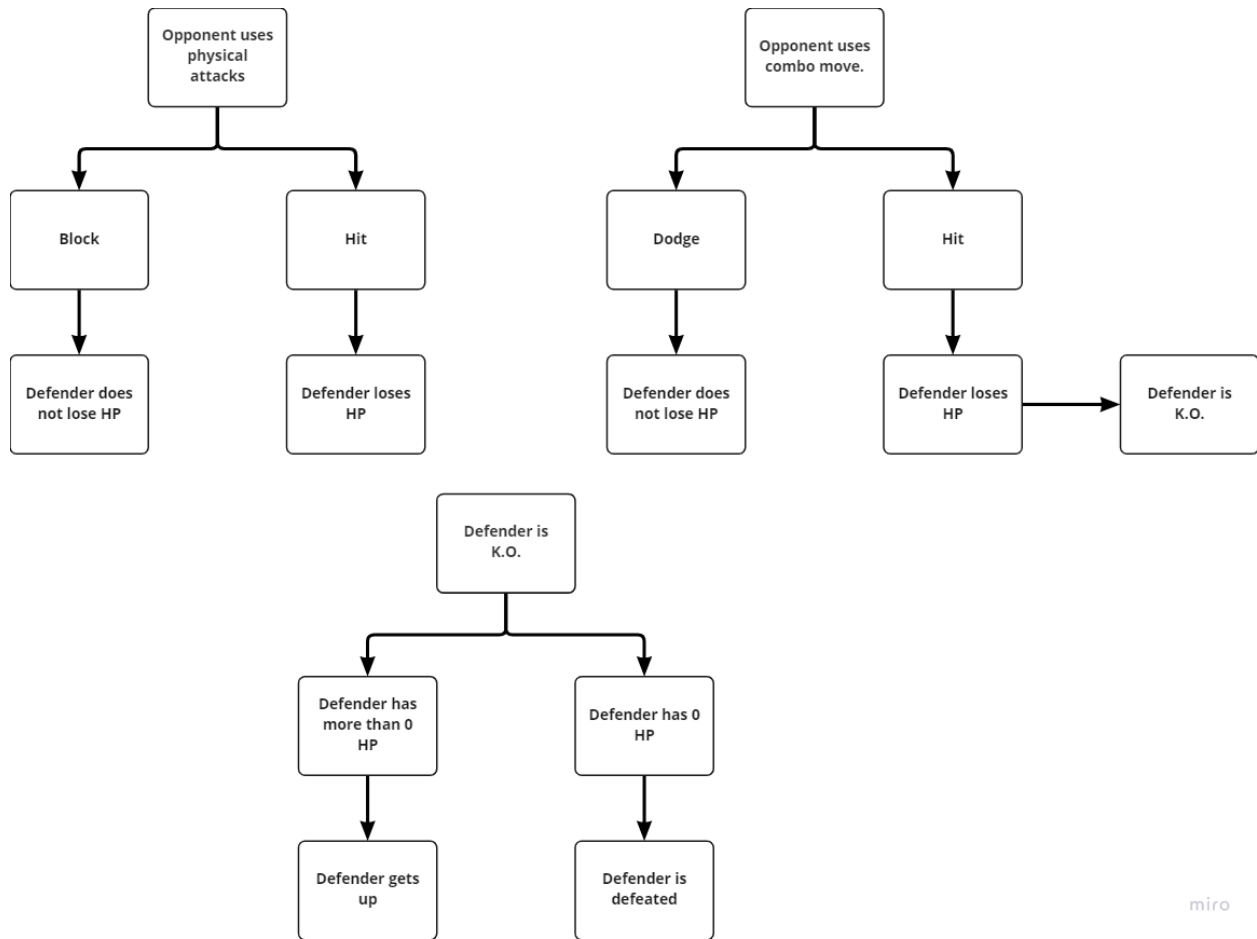
- Physical Attacks - Kicks. Punches. Elbow strikes. Knee strikes.
 - Trigger: Player appears.
 - Anticipatory move: Dirk pulls his arm back for a punch.
 - Attack difficulty: Low. 10 damage.
 - Player-counter attack: Dodge or Block.
- Block - Dirk can block attacks with a raised elbow, covering his face.
 - Trigger: Player attacks with a physical attack.
 - Anticipatory move: Dirk crosses his arms over his face.
 - Attack difficulty: Medium. 15 damage.
 - Player-counter attack: Combo Move.
- Dodge - Dirk can dodge attacks by rolling out of the way.
 - Trigger: Player attacks with superpowers.
 - Anticipatory move: Dirk shifts his weight to his left or right leg.
 - Attack difficulty: Medium. 15 damage.
 - Player-counter attack: None.
- Superpowers - Dirk has Spiderman-style powers. He can shoot webs to thwart opponents.
- Combo Moves
 - Triple Strike - Dirk strikes his opponent with his webs. He shoots two consecutive web balls at opponents, then hits them with a third that knocks opponents to the ground.
 - Trigger
 - Player is idle or attacking.
 - Dirk has used 2 Physical attacks.
 - Randomly selected between 3 combo moves.
 - Anticipatory move: Dirk flashes red, crouches, and throws out his fists.
 - Attack difficulty: High. 20 damage.
 - Player-counter attack: Block.

- Choke Out - Dirk wraps a web around an opponent's throat. He chokes them for 3 seconds and then knocks them to the ground.
 - Trigger
 - Player is idle or attacking.
 - Dirk has used 2 Physical attacks.
 - Randomly selected between 3 combo moves.
 - Anticipatory move: Dirk flashes red and creates a web lasso.
 - Attack difficulty: High. 20 damage.
 - Player-counter attack: Dodge.

- Lift Up - Dirk webs an opponent and sends them into the air. He punches them in mid-air and knocks them to the ground. The move ends when the opponent hits the ground.
 - Trigger
 - Player is idle or attacking.
 - Dirk has used 2 Physical attacks.
 - Randomly selected between 3 combo moves.
 - Anticipatory move: Dirk flashes red and swings upward with two fists.
 - Attack difficulty: High. 20 damage.
 - Player-counter attack: Dodge.

Core Combat Loops:





miro

Required Animations

- Expressions
 - Neutral.
 - Happy.
 - Sad.
 - Angry.
 - Flirty.
 - Hurt
- Combat
 - General Movement
 - Left
 - Right
 - Up
 - Back
 - Jump
 - Anticipatory moves
 - Fighting stance

- Dirk bends his knees, lifts arms, and clenches fists. Steps forward.
 - Dirk pulls back arm (Physical attack)
 - Dirk crosses arms over face (Block)
 - Dirk weight shift left (Dodge)
 - Dirk weight shift right (Dodge)
 - Dirk flashes red, crouches, and throws out his fists (Triple Strike)
 - Dirk flashes red and creates a web lasso (Choke Out)
 - Dirk flashes red and swings upward with two fists (Lift Up)
 - Attack animations
 - Punching (Physical attack)
 - Kicking (Physical attack)
 - Elbow strikes (Physical attack)
 - Knee strikes (Physical attack)
 - Web forward (Superpowers, Combo Moves)
 - Web right (Triple Lash)
 - Web left (Triple Lash)
 - Web lasso (Choke Out, Lift Up)
 - Web lift (Lift Up)
 - Haymaker punch (Lift Up)
 - Recovery moves
 - Fighting stance
 - Dirk bends his knees, lifts arms, and clenches fists. Steps forward.
 - Player attack animations
 - Dirk being struck animation (Player attacks).
 - Dirk reels backward.
 - Dirk K.O animation (Player reduces Dirk to 0 hit points or successfully lands a combo move).
 - Dirk falls down and spread-eagles on the ground.
 - Dirk gets up and resumes his fighting stance if he isn't at 0 hit points.
- Goals for total combat frames:
 - Anticipation: 15-20f
 - Light Attack: 10-20f
 - Combo Move: 20-30f
 - Recovery: 15-20f
 - Knock-out: 5f
- **Total animations: 30**