

Ragdoll Samurai(Working Title)

CONCEPT

- Play as one of numerous famous Samurai against another player.
 - Attack, block, and dodge, to try to force your opponent out of the ring, or reduce their health to zero.
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PvP Description

The game is set up like a 3D Fighting Game (Soulcalibur, Bushido Blade) but involves very simplistic combat controls.

Characters/Weapons

Round 1 (Bare Minimum)

Miyamoto Musashi: Twin Swords

Sasaki Kojiro: Nodachi

Round 2 (Core/Essential)

Tomoe Gozen: Naginata

Taira no Masakado: Sword

Sanada Yukimura: Spear

Round 3 (Ideal)

*Minamoto no Yoshimitsu: Daito-ryu

Kusunoke Magashige: Daisho (Sword and Wakizashi)

Kaihime: Nagamaki

Hino Kumawaka: Ninjato

Honda Tadakatsu: Tonbo-Giri

*Akashi Shiganosuke: Sumo

Benkei: Marobashi (Switches weapons every round)

Sakata Kintoki/Kintaro: Ono Axe

Round 4 (Stretch)

Sakamoto Ryoma

Oishi Yoshio/Kuranosuke:

Fuma Kotaro/Hattori Hanzo:

Saigo Takamori/Beppu Shinuske

Mongol Invasion/Onin War Representative?

Izumo no Okuni: Umbrella or Tessen (Joke)

Round 5 (Other Possible Characters)

William Adams

Yasuke

Chiyome Mizuchi

Ii Naomasa

Rennyō/Monk Character

Saika Magoichi: Rifle

Sen no Rikyu: Tea Ceremony (Joke)

Abe Seimei: Onmyōdo Arts

Early Sengoku Representative

Unassigned Weapons

: Uchigatana

: Kabutowari

: Chutoku (Single-edged sword)

: Kodachi

: Gunto?(Modern Sword)

: Tsurugi (Jian/Chinese Sword)

: Satsuma (Fork Spear)

: Tessen (Bladed Fan)

: Kanabo (Studded Club)

: Kusari Fundo

: **Kusarigama (Chain Sickle)

: Zanbato (Great Sword)

: **Chigiriki (Long Flail)

: Tinbe-Rochin (Short Sword and Shield)

: Otsuchi (Mallet)

: Shikimizue style (Concealed sword)

: Kama
: Sai
: Nunchaku
: Shuriken and Kunai
: Ninja Tools

Bosses

Minamoto no Yoshiie/Hachiman
Kanayago-kami
Takemikazuchi
Muramasa and Masamune

**Unarmed Combat. May require extra animations.*

***May require physics implementation.*

Arcade Mode

Stages

Round 1 (Bare Minimum)

Sekigahara - Open Field
Ganryu Island - Beach

Round 2 (Core/Essential)

Soma Palace - Ruins
Sanada Ward - High Wall
Gojo Bridge
Shiroyama

Round 3 (Ideal)

Kawanakajima/Okehazema - War Camp
Honnoji Temple - Fire Hazards
Itsukushima - Temple Interior
Kizugawa/Dan-no-Ura - Ship Deck

Round 4 (Stretch)

Abukuma River - Bullet Hazards
Takamagahara (Boss Stage)

GAMEPLAY BREAKDOWN

General Description Here

Atom (Moment-to-Moment):

- Single Round/Conflict. Defeat the opponent once

Session:

- A single game/duel. One play beats the other best 3 out of 5, or another amount. (1, 2 out of 3, 4 out of 7, 5 out of 9 etc.)

Campaign:

- Arcade Mode playthrough

End States:

- Player falls to death, drowns, or hit by other hazard
- Health reduced to zero
- Timeout
- Draw/both players die at the same time

INSPIRATION & RESOURCES

- Mechanics
 - Bushido Blade
 - Ragdoll Ninja/Similar ragdoll games
 - Sumotori Dreams
 - Visual Style
 - See Above
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Usable Assets

- <https://assetstore.unity.com/packages/3d/environments/polygon-samurai-pack-89551>
 - <https://assetstore.unity.com/packages/templates/systems/gamestar18-s-beat-em-up-engine-57192>
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Core Animations Needed

Universal

- Walk/Run Forward
- Quickstep/Sidestep
- Flinch light
- Flinch hard
- Hard knockdown
- Recover (Jump/stand up from prone/supine position)
- Kick
- Death/K.O.
- Wall Splat

Character Specific

- Idle
- Light Attack
- Heavy Attack
- Dash Attack
- Block/Parry
- Block Flinch
- Recoil (Recover from hitting a guard/parry)

Possible Animations Needed (Low Priority/Optional)

Universal

- Jump
- Crumple State
- Dodge Forward/Back/Left/Right
- Strafe Left/Right/Back

Character Specific

- Jump Attack
- Special Attack(s)?
- Finishing Move?
- Battle Intro
- Taunt
- Victory
- Final Cut

Animation Reference

Naginata

- <https://www.youtube.com/watch?v=wem9KZeFKEA>

Axe

- <https://www.youtube.com/watch?v=OZrr8Fn17CI>