

# ROAD OF THE CHAMPION

**Game Design  
Document**

**By Pattanan Kangkan**

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## Overview

**Genre:** RPG, Simulation, Sport

**Audience:** 13+ (Mild Violence)

**Platform:** PC (Controller Supported), Nintendo Switch

**Designer:** Pattanan Kangkan

### Design Goal

As I see that many sport games, especially boxing, mainly focus on the competitive gameplay and barely focus on what's on the other side of the athlete's life, it makes the athlete training part, which is crucial for improving to challenge a higher difficulty of the game, become very boring. So I aim to make Road Of The Champion giving players a more interactive experience of training your athlete. Instead of a little training activity that comes with a certain cost to pay for upgrading your character, I wanted the player to experience the real training that the player has to work hard for, to make them feel the hardship of training to become the best, and reward them with the pride of success, just like how the real boxing life feels like.

## **About the Game**

In Road Of The Champion, you will be playing as a rookie boxer who has to climb up the rank to become a champion of the highest league. Your main goal is to travel to each city, compete in the city's tournament and make your way to be the champion of each city before entering the top league. While you're on the way to the city, you can fight against wild monsters or challenge the other boxers to a sparring match to improve your ability of your body and learn new techniques.

## **Point of Parity/Difference**

**Reference Games:** Boxing Star, Undisputed

### **Point of Parity**

In-depth boxing: Realistic and detailed fight (Seriousness of damage in each punch, Endurance of the body).

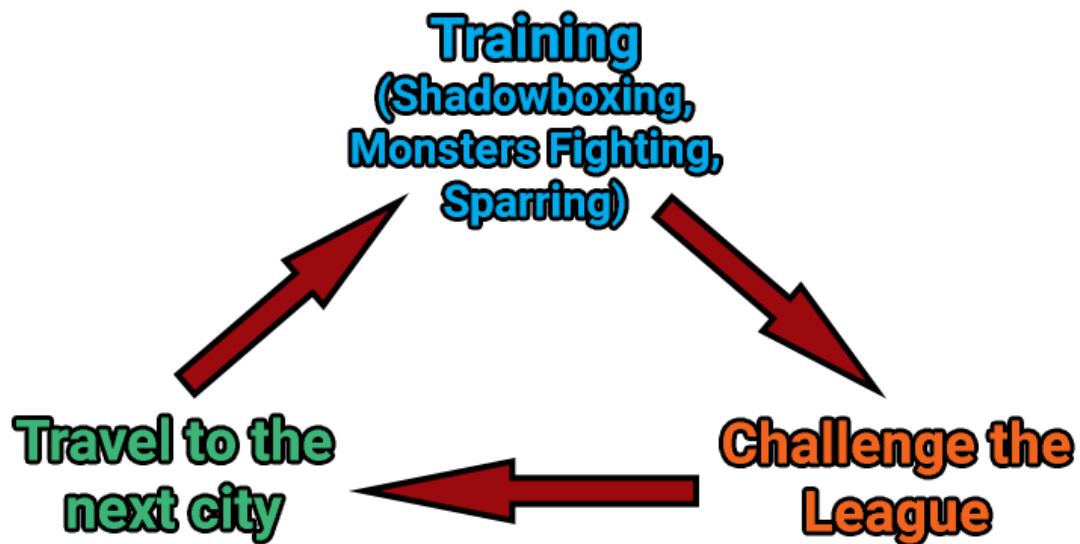
Rank climbing: Fight your way to the top rank.

### **Point of Difference**

Interactive training: Have the player train the boxer in a more realistic way. Activities outside of the ring affects the body growth, unlocking more potentials of the boxer instead of paying a certain amount of currency to increase the stats or unlocking skills, or having no training part and only focus on the real boxing.



## Core Loop



You start from training yourself to grow strong enough to face the boxers in the league. When you feel that you have trained yourself enough, you can go challenge the league of the city that you aim for. Once done, there is nothing much to do left, then it's time to travel to the next city.

But of course the further you go, the more challenging the league gets, so you have to train more to get strong enough for the upcoming challenges. And the loop repeats itself.

## **Presentation (CCC)**

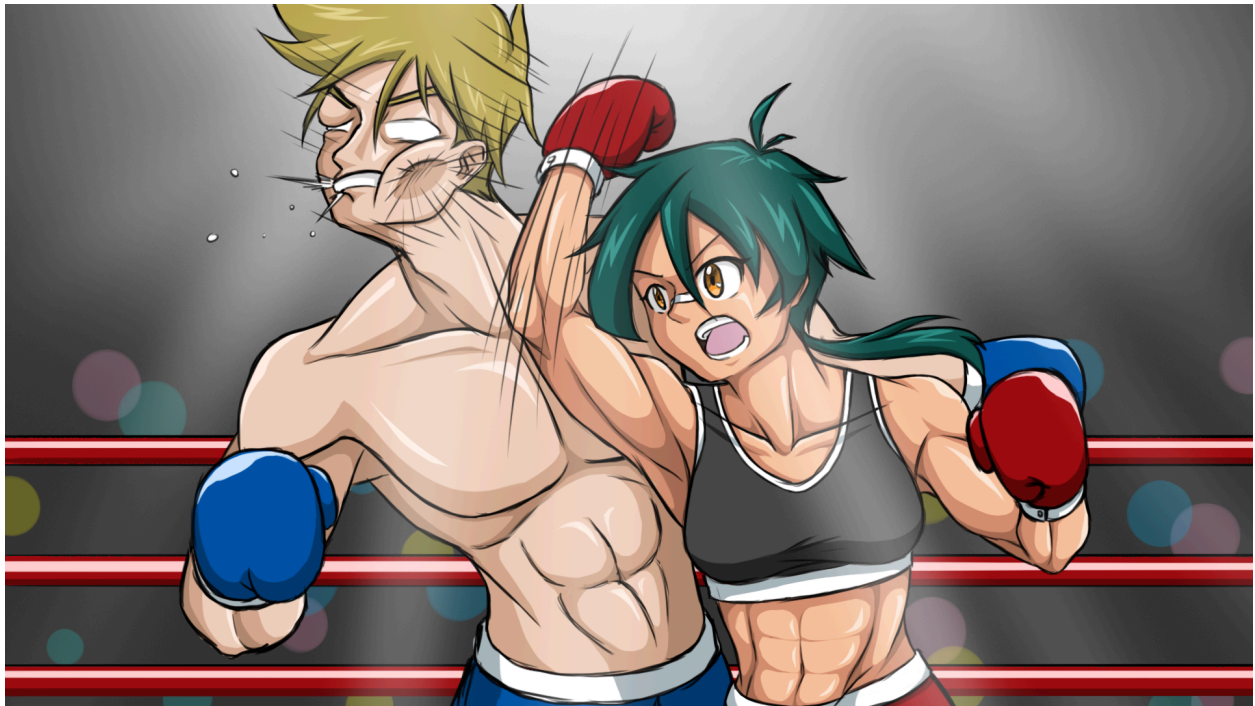
**Character** - Customizable character (Gender, race [human/monsters], appearance)

**Control** - Directional control input to simulate the real boxing (Left/Right punch, Dodge to the left/right)

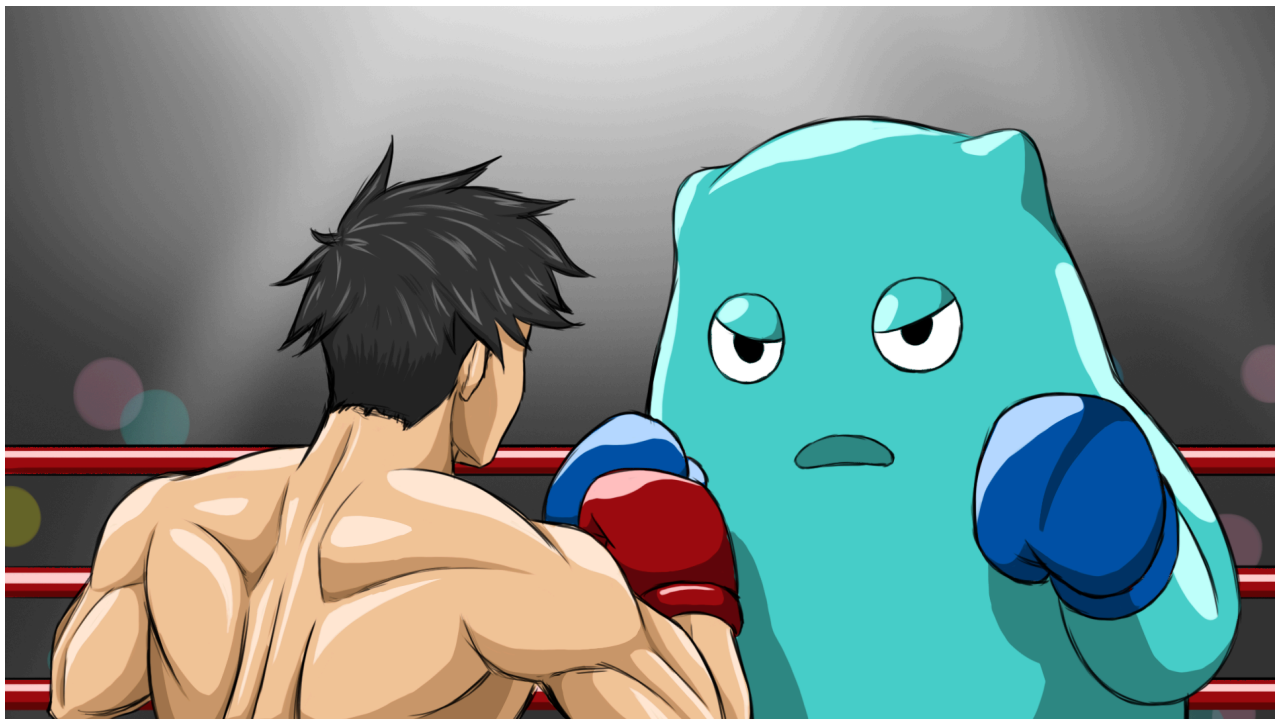
**Camera** - 3D third person view

If the player is able to freely customize their character to their likings, and see the character in the third person view, it will make them feel like they are actually playing as their character. While the boxing controls based on the real boxing movements will also make the fight feel real enough to make the player feel like they are really boxing.

## **Concept Art (Feel)**



**Concept Art (Play)**



## Design

### **World Setting**

**Period:** Modern era with fantasy elements (Monsters, wild area, etc.)

**Location:** Alternate Earth

#### **Level of Conflict:**

Inner: The protagonist dreams of becoming the strongest boxer by training hard.

Intra: People look down on the protagonist who has been a weak loser all along.

Extra: The boxing tournament is being held all over the country, but the challengers have been taking shortcuts to instantly become strong instead of training for natural gains.

### **Story (POT)**

**Protagonist:** You, an enthusiastic rookie boxer

**Problem:** The current trend of boxing is taking shortcuts using technology to become strong, which you find very wrong.

**Objective:** Become the champion and prove that training and spirit are the key to success.

**Obstacle:** Climbing up the rank from the very bottom.

**Threat:** Technology will be proven the most effective way of the boxer's growth.

**Theme:** Power.

## **Summary**

In this alternate world, populated with humans and monsters living together in harmony, boxing is a commonly known sport and the most trending entertainment across all cultures. However, in this era, the boxing community has gone through a big change after the current champion revealed that he became this strong because he took a shortcut using steroids and scientific implants. The champion's secret made the boxers believe that training isn't necessary when there are shortcuts like this, tarnishing the tradition of boxing.

But you, an average boxing fan, found this way of becoming strong not right and isn't worth being proud of. So you started training to become a real boxer to embark on a journey to become the strongest boxer without relying on any shortcut, though the problem is that you were born weak and people around you always look down on you. But that didn't stop you from proving that no technology can surpass the power of the human's capability and fighting spirit, and you will end this dark age of boxing once and for all.

## **Core Mechanics**

### **- Body Growth**

Body Growth is technically a player's level. But instead of being a character's level, Body Growth consists of 3 levels of different limbs that are Arms, Legs, and Abs, with each of them having minor individual stats. (Ex. Arms has 3 minor stats that are Jab, Hook, and Uppercut Proficiency, which each of them also has their own level)

Exp for your body growth will be gained through different actions. For example, running gives you an exp to your legs and footwork. And if your limb grows in level, the limb's minor stats will also gain benefits from it.

### **- Techniques**

Techniques are the boxer's special moves that are much more powerful and effective than normal punches, they can be learned by meeting certain conditions which are different depending on which Technique you want to acquire. The conditions are mostly involved around your Body Growth, or unlocking prerequisite Techniques.

- **Boxer's League**

In every city, there are boxing stadiums with each of them having different leagues of boxers. The player can freely challenge any of these leagues except for the Champion League, which you have to reach the top rank of all the other leagues first.

When the player participates in a league, they can't participate in any other leagues that they're not currently in. Each league consists of 10 boxers (excluding the player), which the player has to challenge each of them respectively based on their ranks. The league is cleared when the player defeats the First Rank boxer of the league. The player can also challenge the league any time they want. Once the league is cleared, the player will be sent back to the main city.

Each league except the Champion League has the same difficulty as each other, which means the player can challenge these leagues in any order they want. But once one of the leagues' is cleared, the others' difficulty will increase.

## **Systems**

### **- Body Growth & Exp Gaining**

The table below shows which stats belong to which limb.

<b>Limb</b>	<b>Limb Stats</b>
Arms	Jab Proficiency Hook Proficiency Uppercut Proficiency
Legs	Footwork Endurance
Abs	Durability

And for how to gain the exp for the Body Growth, this table will explain the list of activities that increase the Body Growth.

<b>Action (Outside the fight)</b>	<b>Action (Inside the fight)</b>	<b>Exp Received</b>
Running	-	Legs, Footwork
Jab (Shadowboxing)	Jab	Arms, Jab Proficiency
Hook (Shadowboxing)	Hook	Arms, Hook Proficiency
Uppercut (Shadowboxing)	Uppercut	Arms, Uppercut Proficiency
-	End of the fight	Abs, Durability, Endurance, Footwork



Exp for Body Growth can be gained by fighting or training. However, the player can't gain any exp from any match in the league. The types of fight that the player can gain exp are wild monsters fighting or overworld sparring.

These tables will explain the scaling of the exp that the player can get from each activity.

Overworld Training (Outside the fight)	
Action	Exp Scaling
Running	<b>Legs</b> = 10 exp per 20 meters ran <b>Footwork</b> = $[10 * (\text{Legs level} / 2)]$ exp per 20 meters ran
Jab (Shadowboxing)	<b>Arms</b> = 3 exp per 10 jabs <b>Jab Proficiency</b> = $[5 * (\text{Arms level} / 2)]$ exp per 10 jabs
Hook (Shadowboxing)	<b>Arms</b> = 3 exp per 5 hooks <b>Hook Proficiency</b> = $[5 * (\text{Arms level} / 2)]$ exp per 5 hooks
Uppercut (Shadowboxing)	<b>Arms</b> = 3 exp per 5 uppercuts <b>Uppercut Proficiency</b> = $[8 * (\text{Arms level} / 2)]$ exp per 5 uppercuts

Overworld Monsters Fighting	
Action	Exp Scaling
Jab	<p><b>Arms</b> = <math>[2 * \text{Monster tier}]</math> exp per successful jab</p> <p><b>Jab Proficiency</b> = <math>[8 * (\text{Arms level} / 0.8)]</math> exp per successful jab</p>
Hook	<p><b>Arms</b> = <math>[4 * \text{Monster tier}]</math> exp per successful hook</p> <p><b>Hook Proficiency</b> = <math>[8 * (\text{Arms level} / 0.8)]</math> exp per successful hook</p>
Uppercut	<p><b>Arms</b> = <math>[6 * \text{Monster tier}]</math> exp per successful uppercut</p> <p><b>Uppercut Proficiency</b> = <math>[10 * (\text{Arms level} / 0.8)]</math> exp per successful uppercut</p>
End of the fight	<p><b>Abs</b> = <math>[15 * (\text{Monster tier} * 2)]</math> exp per fight</p> <p><b>Durability</b> = <math>[ \{20 * (\text{Abs level} / 2) \} + (\text{Monster tier} * 2) ]</math> exp per fight</p> <p><b>Endurance</b> = <math>[ \{20 * (\text{Legs level} / 2) \} + (\text{Monster tier} * 2) ]</math> exp per fight</p> <p><b>Footwork</b> = <math>[ \{12 * (\text{Legs level} / 2) \} + (\text{Monster tier} * 2) ]</math> exp per fight</p>

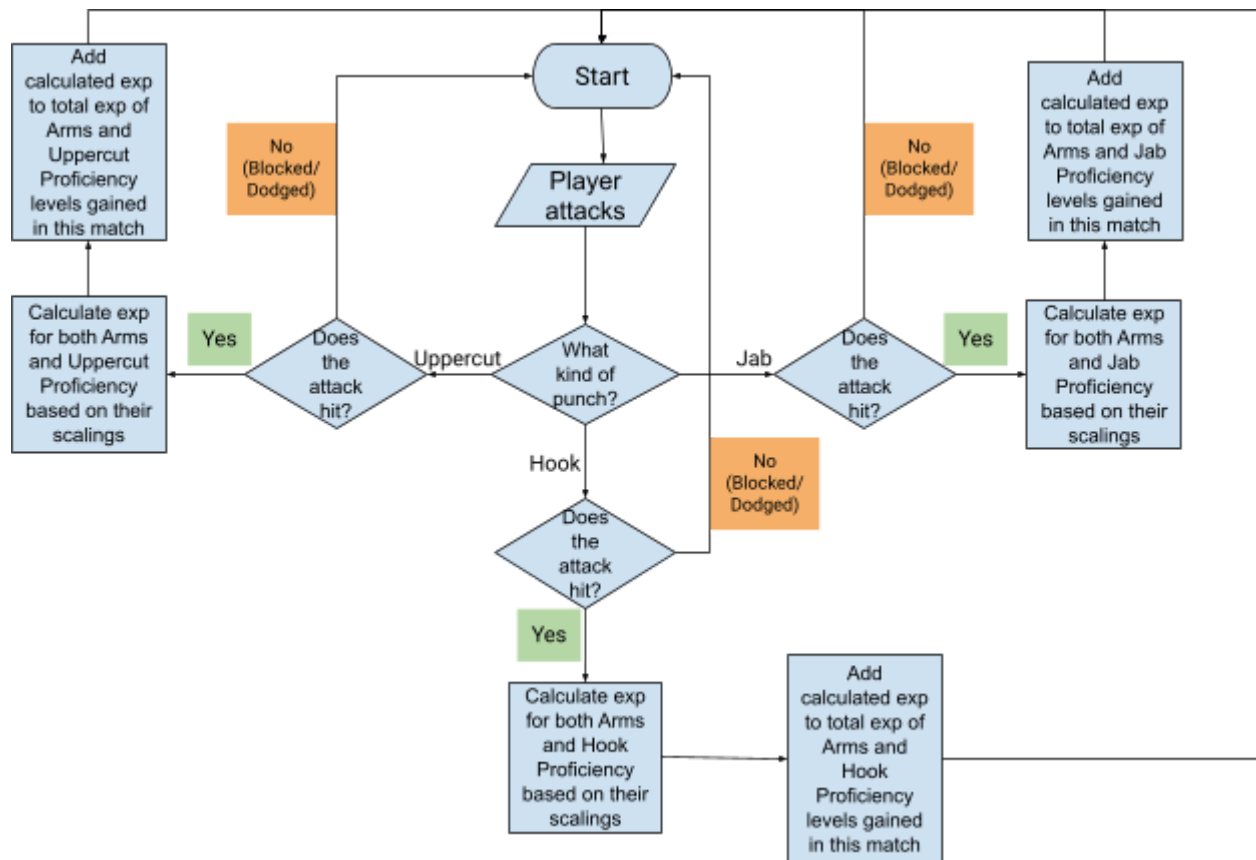
Overworld NPC Sparring	
Action	Exp Scaling
Jab	<p><b>Arms</b> = <math>[5 * \text{NPC tier}]</math> exp per successful jab</p> <p><b>Jab Proficiency</b> = <math>[12 * (\text{Arms level} / 0.8)]</math> exp per successful jab</p>
Hook	<p><b>Arms</b> = <math>[8 * \text{NPC tier}]</math> exp per successful hook</p> <p><b>Hook Proficiency</b> = <math>[12 * (\text{Arms level} / 0.8)]</math> exp per successful hook</p>
Uppercut	<p><b>Arms</b> = <math>[12 * \text{NPC tier}]</math> exp per successful hook</p> <p><b>Uppercut Proficiency</b> = <math>[15 * (\text{Arms level} / 0.8)]</math> exp per successful uppercut</p>
End of the spar	<p><b>Abs</b> = <math>[25 * (\text{NPC tier} * 2)]</math> exp per fight</p> <p><b>Durability</b> = <math>[ \{25 * (\text{Abs level} / 0.8) \} + (\text{NPC tier} * 2) ]</math> exp per fight</p> <p><b>Endurance</b> = <math>[ \{25 * (\text{Legs level} / 0.8) \} + (\text{NPC tier} * 2) ]</math> exp per fight</p> <p><b>Footwork</b> = <math>[ \{15 * (\text{Legs level} / 2) \} + (\text{NPC tier} * 2) ]</math> exp per fight</p>

As shown in the tables above, the overworld monster fighting / NPC sparring have exp that will be gained after the fight, which are Abs, Durability, Endurance, and Footwork. These exp will be gained in a fixed amount as shown in the tables.

But for the exp gained from actions during the fight, which are jab, hook, and uppercut, will be stacked for each successful hit and calculated to the total exp gained after the fight.

(Ex. Assuming that your Arms level is 5, if you landed 5 jabs in Tier 3 NPC sparring, at the end of the fight you will gain a total of 75 Arms exp, and 375 Jab Proficiency exp)

This flowchart below shows how exp are collected from attacks during the fight.



## - Level

Each limb and stats have their individual level, with all of them also having different exp capacities that will grow larger every level. This table below will show the starting exp capacity, exp capacity growth, and maximum level of each limb/stats.

Limb / Stats	Starting Exp Cap	Exp Cap Increase (Per level)	Maximum Level
Arms (Limb)	150	150	20
Legs (Limb)	150	150	20
Abs (Limb)	150	200	20
Jab Proficiency (Arms Stats)	200	100	50
Hook Proficiency (Arms Stats)	250	100	50
Uppercut Proficiency (Arms Stats)	250	100	50
Footwork (Legs Stats)	300	140	50
Endurance (Legs Stats)	300	140	50
Durability (Abs Stats)	300	140	50

When the limb's level goes up, the stats in the limb that gained level will also gain a tremendous amount of exp. The amount of the exp that the stats will gain upon leveling up the limb is shown in the table below.

Limb	Stats Exp Gain
Arms	<b>Jab Proficiency:</b> $1000 * (\text{Proficiency level} / 3)$ <b>Hook Proficiency:</b> $1000 * (\text{Proficiency level} / 3)$ <b>Uppercut Proficiency:</b> $1000 * (\text{Proficiency level} / 3)$
Legs	<b>Footwork:</b> $1000 * (\text{Proficiency level} / 2)$ <b>Endurance:</b> $1000 * (\text{Proficiency level} / 2)$
Abs	<b>Durability:</b> $1500 * (\text{Proficiency level} / 3)$

When the limb stats' level goes up, the stats that gained level will grow stronger. Some of the stats also have a different starting amount. This table below will show how these stats increase when they level up.

Stats	Growth Upon Level Up
Jab Proficiency (Starts at 10)	5
Hook Proficiency (Starts at 5)	10
Uppercut Proficiency (Starts at 5)	10
Footwork (Starts at 5)	5
Endurance (Starts at 5)	8
Durability (Starts at 2)	2

## - **Boxing**

Boxing is a player's state that triggers when the player enters a fight against overworld monsters/NPC or starts the league match. During the boxing, the player will be in a limited area and can't freely run like in the overworld, instead, the player's camera will always be locked on the opponent, and you can only do actions as listed below.

- **Jab:** Light punch, fast but deals the lowest damage, has increased damage when the opponent is stunned. (Consumes 2 stamina)
- **Hook:** Heavy punch from the side, slow but deals the highest damage, also deals more damage on counter. (Consumes 5 stamina)
- **Uppercut:** Heavy punch from below, slow but has a 10% chance to stun the opponent on hit. The stunning chance doubles on counterattack.  
(Consumes 8 stamina)
- **Quickstep:** A short dash for creating/closing space between boxers, or moving around the ring. (Consumes 10 stamina)
- **Dodge:** Quickly tilt the upper body to the left/right to avoid the incoming punch to the head. (Doesn't consume stamina)
- **Guard:** Block the incoming punch to half the damage received.  
(Consumes 5 stamina when you receive damage while blocking)

## **Stats in Boxing**

Aside from limb stats, the player also has other stats used in boxing that are fixed in amount and can never be increased by any method, which are listed below.

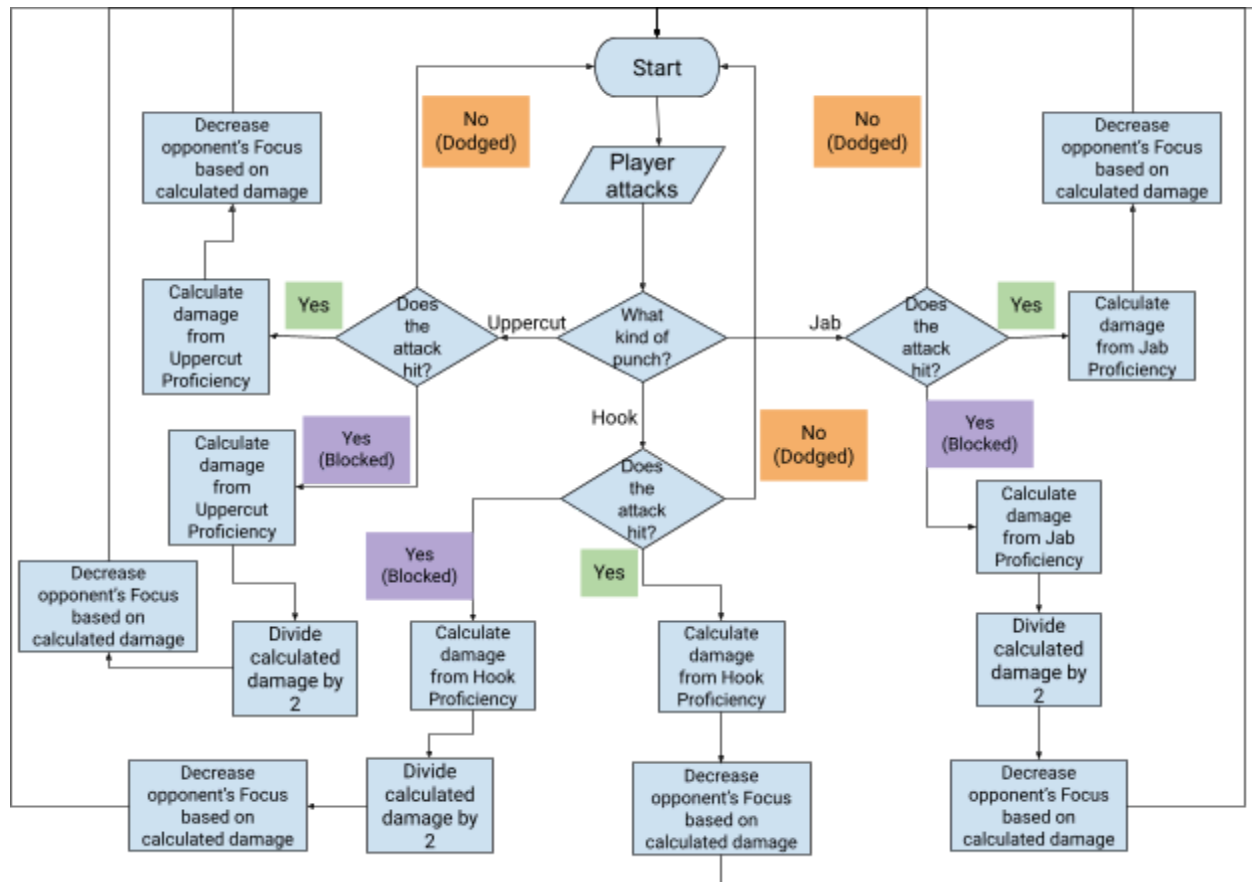
- **Stamina:** Stamina is a stat that is used as a cost to perform actions in the fight. Boxers will always have 100 Stamina. And boxers can't perform any action that costs Stamina if they have 0 Stamina.
- **Focus:** Focus works like HP, if the boxer gets hit, they will lose Focus based on the calculated damage received. Focus also slowly recovers based on the boxer's Endurance stats. Boxers will always have 200 Focus.



The other stats from the player's limbs matter a lot in the fight, as these stats will affect the boxer's performance. The table below will show how these stats work in the fight.

Stats	Effect
Jab Proficiency	<b>Jab Damage</b> = Jab Proficiency / Enemy's Durability
Hook Proficiency	<b>Hook Damage</b> = Hook Proficiency / Enemy's Durability
Uppercut Proficiency	<b>Uppercut Damage</b> = Uppercut Proficiency / Enemy's Durability
Footwork	<b>Quickstep Stamina Drain</b> = $10 - (\text{Footwork} / 50)$
Endurance	<p><b>Focus Recovery Rate</b> = [Endurance / Remaining Focus] Focus recovered per second</p> <p><b>Stamina Recovery Rate</b> = [Endurance / Remaining Stamina] Stamina recovered per second</p> <p><b>Knockout Recovery Rate</b> = [Endurance / The last damage taken] Recovery gauge filled per tap</p>
Durability	<b>Damage Taken</b> = Enemy's Raw Damage / Durability

This flowchart below shows how the damage input works.



## **Boxing Mechanic**

- **Counter**

Counter occurs when a boxer attacks right after successfully blocking or dodging. Successful counter multiplies the damage of the punch used to counter by 1.5.

- **Stunned**

Stunned is a status effect which leaves the boxer who was affected unable to act for 5 seconds. Stunned can be applied using punches that have a chance of stunning.

- **Guard Break**

Guard Break occurs when a boxer blocks the attack, but the attack has a Guard Break effect. The boxer who was affected by Guard Break will be unable to act for 2 seconds.

- **Knockout & TKO**

Knockout occurs when a boxer's Focus reaches 0, the boxer will fall and the knockout timer will start counting from 1 to 10 in a ratio of 1 count per second, if the knocked boxer can't recover in time, the said boxer loses the fight. But if the knocked boxer can recover in time, 1 knockout count will be added to the said boxer.

TKO is the type of knockout that occurs when any boxer gets knocked out for the third time in a single round or when you land a finishing blow with Master Technique on the enemy. The person who gets TKO'd immediately loses the fight.

- **Focus Recovery**

During the fight, if a boxer hasn't taken any damage for 5 seconds, the boxer's Focus will start to recover with a rate based on their Endurance stats, and will stop recovering when they take damage.

- **Stamina Recovery**

During the fight, if a boxer hasn't performed any action that costs Stamina for 3 seconds, their Stamina will start to recover with a rate based on their Endurance stats, and will stop recovering when they perform an action that costs Stamina.

- **Knockout Recovery**

When the player gets knocked out (not TKO), they can recover back by rapidly clicking the left mouse button for PC, or pressing (A) button for Nintendo Switch, which will fill the Recovery Gauge that appears when they get knocked out with a rate based on their Endurance stats. The player has 10 seconds to fill the Recovery Gauge to 100. If they can recover in time, they will gain 50 Focus. But if they can't recover back in time, they will lose the fight.

- **Round**

NPC Sparring and Boxer's League match have different amounts of rounds. If the last round ends, the match is over.

- **Round Break**

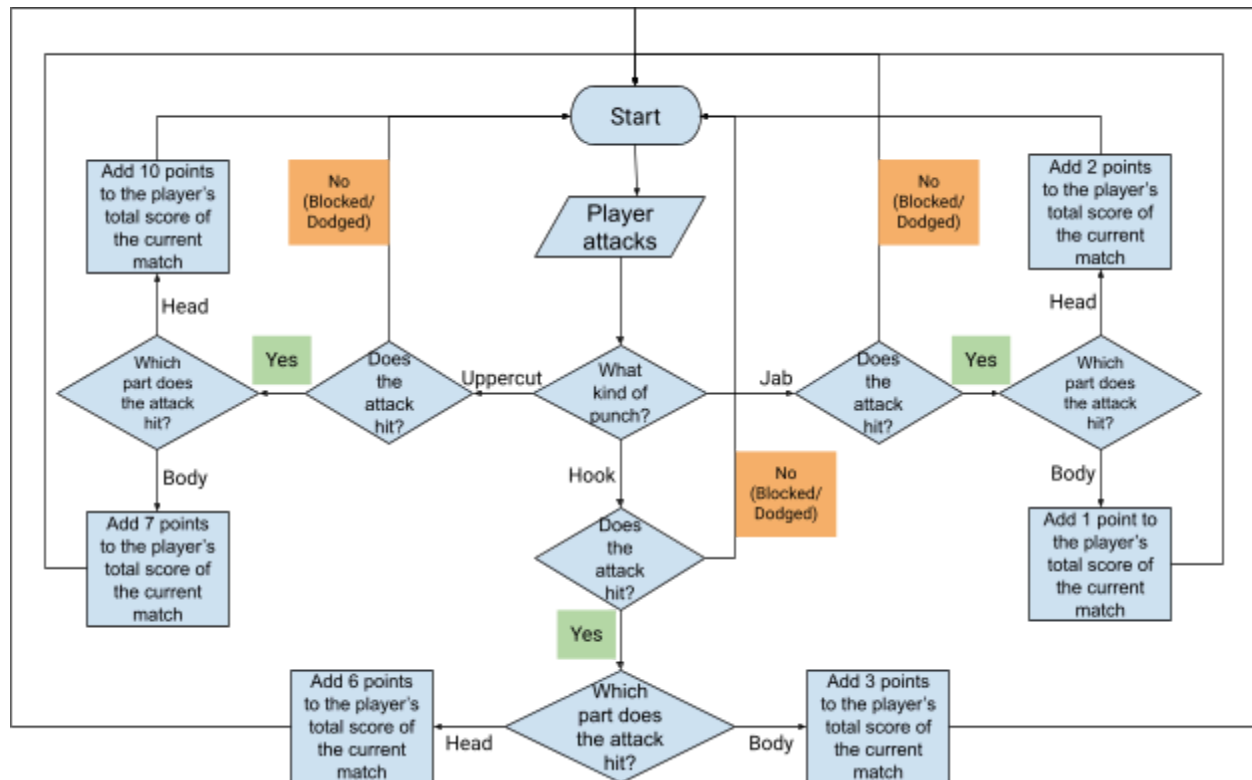
When the round timer runs out, the next round will begin with the timer being reset, both boxers have their Focus recovered by 20% of the amount of Focus they have left from the last match, and both boxers' knockout count will also be reset.

- **Score**

Score is a mechanic available in the Boxer's League and the Champion League. The boxer can gain scores by landing successful punches on the opponent. The amount of score gained depends on the type of punch and which part of the body the punch hits between head or body.

Punch	Score
Jab	<b>Head = 2 Points</b> <b>Body = 1 Point</b>
Hook	<b>Head = 6 Points</b> <b>Body = 3 Points</b>
Uppercut	<b>Head = 10 Points</b> <b>Body = 7 Points</b>

This flowchart below shows how the scores are collected during the fight.



## Boxing Rules

There are different rules to each type of fight in the game.

### Overworld Monster Fight

- There are no rounds or time limit while fighting monsters.
- You can only defeat monsters by knockout.
- Monsters can't recover from knockout and will be immediately defeated. (Same goes for you)

### **Overworld NPC Sparring**

- Each sparring has 5 rounds with a time limit of 2 minutes per round.
- You can only defeat the opponent by knockout (Both count to 10 or TKO).
- Your only defeat condition is getting knocked out (Both count to 10 or TKO).
- If you win, every exp you gain will multiply by 1.5.

### **Boxer's League / Champion League Match**

- Each match has 10 rounds with a time limit of 1 minute, 30 seconds per round.
- Your victory condition is to knock out the opponent or having a higher score than the opponent by the end of the match.
- Your defeat condition is getting knocked out or having lower score than the opponent by the end of the match
- You can't gain any exp from the League match.

## - Techniques

Techniques are special attacks that can be learned by reaching certain requirements of each Technique. The list below shows the techniques, their attributes, and requirements to learn them.

### Technique List

#### - Straight Punch

**Type:** Jab

**Effect:** A straight punch to the head dealing  $[15 + \{\text{Jab Proficiency} / (\text{Opponent's Durability} / 2)\}]$  damage

**Stamina Cost:** 10

**Learning Requirement:** Jab Proficiency level 5

**Key (PC):** W + Left/Right Click

**Key (Nintendo Switch):** Left Joystick/Directional Button Up + (L)/(R)

#### - One-Two Combo

**Type:** Hook

**Effect:** A 2 hit punch to the head dealing  $[10 + \{\text{Hook Proficiency} / (\text{Opponent's Durability} / 2)\}]$  damage for each hit, with the second hit having 40% chance to deal double damage (Only apply on successful hit).

**Stamina Cost:** 15

**Learning Requirement:** Hook Proficiency level 5, Learned Straight Punch



**Key (PC):** W + Left Click + Right Click

**Key (Nintendo Switch):** Left Joystick/Directional Button Up + (L) + (R)

- **Flicker Jab**

**Type:** Jab

**Effect:** A quick jab to the head dealing  $[10 + \{\text{Jab Proficiency} / (\text{Opponent's Durability} / 2)\}]$  damage, which also depletes the opponent's stamina by 5 on hit  
(Only apply on successful hit)

**Stamina Cost:** 7

**Learning Requirement:** Arms level 5, Jab Proficiency level 15

**Key (PC):** S + Left/Right Click

**Key (Nintendo Switch):** Left Joystick/Directional Button Down + (L)/(R)

- **Liver Blow**

**Type:** Hook

**Effect:** A hook to the body dealing  $[20 + \{\text{Hook Proficiency} / (\text{Opponent's Durability} / 2)\}]$  damage, has a 20% chance to trigger Guard Break.

**Stamina Cost:** 15

**Learning Requirement:** Arms level 8, Hook Proficiency level 10

**Key (PC):** S + Spacebar + Left/Right Click

**Key (Nintendo Switch):** Left Joystick/Directional Button Down + (Y) + (L)/(R)

- **Haymaker**

**Type:** Hook

**Effect:** A hook to the head dealing  $[\text{Hook Proficiency} / (\text{Opponent's Durability} / 2)]$  damage. If the opponent's Focus is lower than 40%, add 20% of the opponent's remaining Focus to the damage dealt by Haymaker.

**Stamina Cost:** 10

**Learning Requirement:** Learned Liver Blow

**Key (PC):** W + Spacebar + Left/Right Click

**Key (Nintendo Switch):** Left Joystick/Directional Button Up + (Y) + (L)/(R)

Aside from those techniques, there are stronger techniques called the Master Technique, which has harder learning requirements, but is much stronger than normal techniques and can be used to score a TKO by knocking out the opponent with Master Technique.

## **Master Technique List**

### **- Smash**

**Type:** Uppercut

**Effect:** An uppercut with 50% chance to hit between the head or body dealing  $[20 + \{\text{Uppercut Proficiency} / (\text{Opponent's Durability} / 2)\}]$  damage. Also has a 50% chance to stun the opponent if the Smash hits the head.

**Stamina Cost:** 25

**Learning Requirement:** Arms level 12, Uppercut Proficiency level 20, Hook Proficiency level 15

**Key (PC):** Spacebar + Shift + Left/Right Click

**Key (Nintendo Switch):** Left Joystick/Directional Button Up + (B) + (L)/(R)

- **Corkscrew Punch**

**Type:** Hook

**Effect:** A straight punch to the body dealing  $[15 + (20\% \text{ of opponent's remaining Focus})]$  damage, which also depletes the opponent's stamina by 15 (increase to 20 on successful counter). This punch deals no damage and takes no effect if the opponent blocked the attack.

**Stamina Cost:** 20

**Learning Requirement:** Arms level 15, Jab Proficiency level 30, Learned One-Two Combo

**Key (PC):** Shift + W + Left/Right Click

**Key (Nintendo Switch):** Left Joystick/Directional Button Up + (X) + (L)/(R)

- **Shoulder Roll**

**Type:** Hook

**Effect:** A hook to the head dealing  $[20 + \{ \text{Hook Proficiency} / (\text{Opponent's Durability} / 2) \}]$  damage, this attack stuns the opponent if used on counter and the opponent's Focus is below 30%.

**Stamina Cost:** 20

**Learning Requirement:** Hook Proficiency level 20, Learned Haymaker

**Key (PC):** Shift + S + Left/Right Click

**Key (Nintendo Switch):** Left Joystick/Directional Button Down + (X) + (L)/(R)

- **Gazelle Punch**

**Type:** Uppercut, Dodge

**Effect:** An uppercut to the head dealing  $[20 + \{\text{Uppercut Proficiency} / (\text{Opponent's Durability} / 2)\}]$  damage. This technique can be used to dodge and counter an attack to the head by the opponent. This technique deals no damage if the opponent blocks the attack, but is guaranteed to trigger Guard Break.

**Stamina Cost:** 30

**Learning Requirement:** Arms level 20, Footwork level 25, Uppercut Proficiency level 30

**Key (PC):** W + Spacebar → Shift + Left/Right Click

**Key (Nintendo Switch):** Left Joystick/Directional Button Up + (Y) → (X) + (L)/(R)

- **Dempsey Roll**

**Type:** Hook, Dodge

**Effect:** A technique that starts from swinging the body to the left/right depending on your input up to 5 times, each swing can be used to dodge an attack. During the Dempsey Roll swing, you can attack at any time with a flurry of unblockable (still can be dodged) 5 hooks (This is an auto combo, not attacking manually 5 times), dealing 20 fixed damage each hook. But after attacking, you can't swing anymore even if you haven't used all your chances to swing, and the Dempsey Roll will end. The attack will also automatically launch if you have already swung 5 times too.

Dempsey Roll can't be swung in the same direction twice or this technique will be canceled. If you successfully dodges an attack using this technique, the following attack's damage will increase by 5 for each individual hook, this damage increase is stackable depending on the amount of time you successfully dodged using this technique. If you fail to dodge with this technique, it won't be canceled, but the following attack's damage will decrease by 2 for each individual hook, this is also stackable depending on the amount of time the player failed to dodge and got hit.

**(If Dempsey Roll didn't success or fail to dodge at all, no damage increase or decrease will be applied)**

**Stamina Cost:** 15 for each swing

**Learning Requirement:** Hook Proficiency level 40, Learned all other Master Techniques

**Key (PC):** W + Q/E to swing, Left/Right Click to attack

**Key (Nintendo Switch):** (X) + (ZL)/(ZR) to swing, (L)/(R) to attack

## - Overworld

In the overworld, aside from challenging monsters/NPC to a fight, there are also activities that give exp for body growth, which are running and Shadowboxing.

### Running

The player can run in the overworld, which will gradually give exp for their legs and footwork based on the exp scaling. But when the player enters a building, they can't run.

### Shadowboxing

While the player is outdoor, they can perform shadowboxing, which will give exp to their limbs and stats according to the action that they choose to perform, which are:

- Jab: Arms, Jab Proficiency level exp
- Hook: Arms, Hook Proficiency level exp
- Uppercut: Arms, Uppercut Proficiency level exp

Once the player has chosen an action to do Shadowboxing, the character will start to automatically punch following the chosen action and gradually gain exp based on the scaling. Shadowboxing will stop when the player starts to run while Shadowboxing.

### **Monsters/NPC**

In the overworld, there are monsters in the wild area outside of the city that the player can fight against. These monsters give more exp than Shadowboxing and consist of 3 different tiers with each of them having different stats based on the player's stats and exp bonus upon defeating them.

- **Tier 1:** Lower stats, no bonus exp
- **Tier 2:** Similar stats, adds bonus exp to each type of exp received by 20
- **Tier 3:** Higher stats, multiplies each type of exp received by 1.2

While there are monsters in the wild area, each city has a boxing gym where NPCs inside are available for challenging to a spar. These NPCs also consist of 3 different tiers like wild monsters, but give more bonus exp than monsters upon defeating them. Sparring against NPC also simulates a Boxing League Match but with different victory/defeat conditions.

- **Tier 1:** Lower stats, add bonus exp to each type of exp received by 20
- **Tier 2:** Similar stats, adds bonus exp to each type of exp received by 45
- **Tier 3:** Higher stats, multiplies each type of exp received by 1.5



## Controls

Overworld		
Actions	Key (PC)	Key (Nintendo Switch)
Run	W, A, S, D	Left Joystick / Directional Buttons
Interact	Left Click / F	(A) Button
Return	Right Click	(B) Button
Pause	Esc	(+) Button
Rotate Camera	Mouse	Right Joystick
Open Map	M	(-) Button

Boxing		
Actions	Key (PC)	Key (Nintendo Switch)
Move	W, A, S, D	Left Joystick / Directional Buttons
Left Jab	Left Click	(L) Button
Right Jab	Right Click	(R) Button
Left Hook	Q + Left Click	(ZL) + (L) Button
Right Hook	E + Right Click	(ZR) + (R) Button
Left Uppercut	Shift + Left Click	(X) + (L) Button
Right Uppercut	Shift + Right Click	(X) + (R) Button
Left Dodge	Q	(ZL) Button
Right Dodge	E	(ZR) Button
Quickstep	Spacebar	(Y) Button
Guard	Shift	(X) Button

Knockout Recovery	Left Click	(A) Button
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## **Session Design**

The approximate length of each session of the game (pausing excluded) are as listed below.

**Traveling:** 5 - 8 minutes

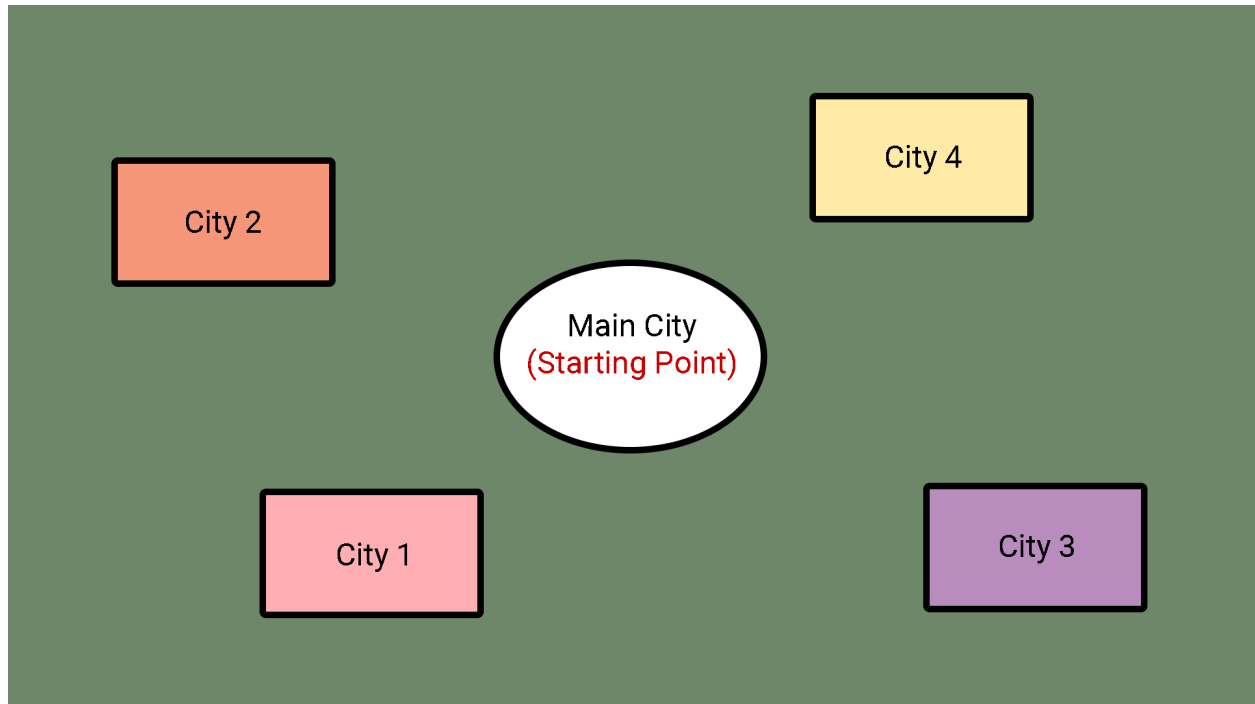
**Shadowboxing:** 3 - 5 minutes

**Wild Monsters Fighting:** 3 - 6 minutes

**NPC Sparring:** 2 - 10 minutes

**League Match:** 3 - 15 minutes

## World Map Design



The main city, which is the player's starting point, contains the Master's League, which the player can't challenge until they have cleared all Boxer's Leagues from the other 4 cities. The main city is located in the middle of the other 4 cities so that the player can easily access them while having the main city as a hub where they will always come after clearing each league.

## UX/UI

- Main Menu



- (1) - Title.
- (2) - Play Button: Enter the game.
- (3) - Options Button: Access to the Options screen.
- (4) - Quit Button: Exit the game.

- Options



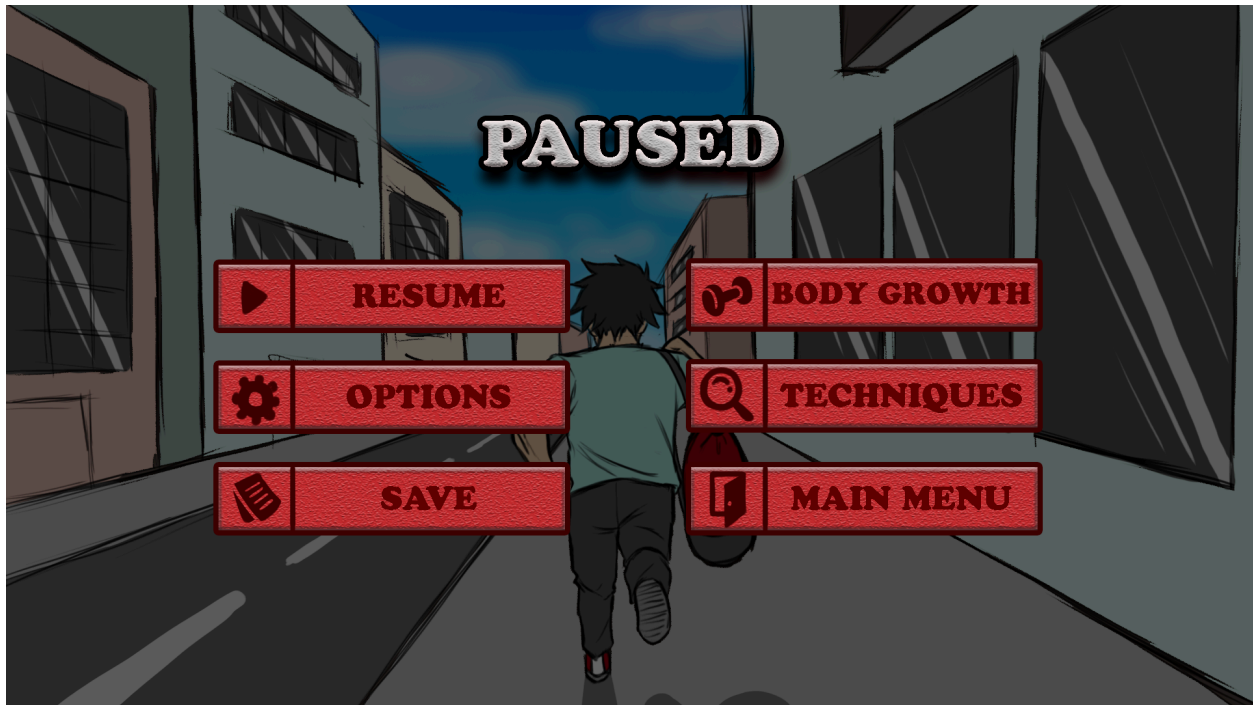
(1) - Adjust BGM volume.

(2) - Adjust SFX volume.

(3) - Change Resolution: A dropdown list of screen resolutions will be displayed on click

(4) - Back Button: Return to Main Menu or the game screen based on where did the player access this screen from.

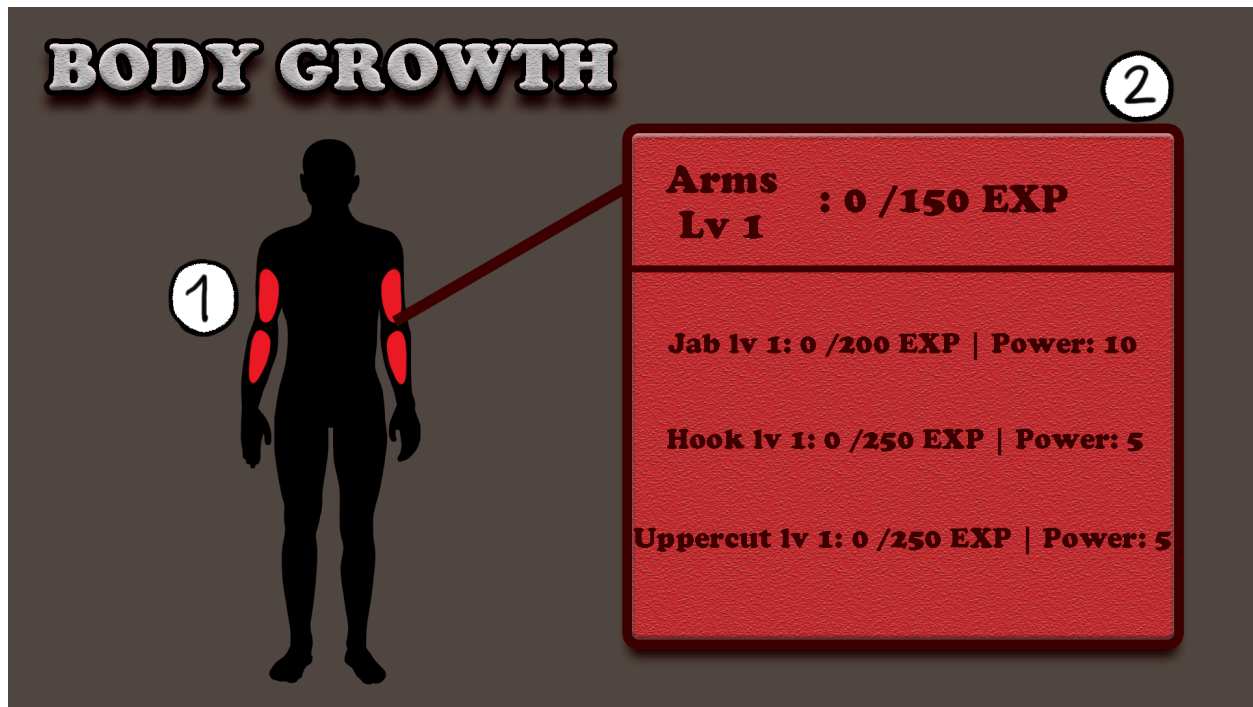
- Pause



- Overworld Minimap



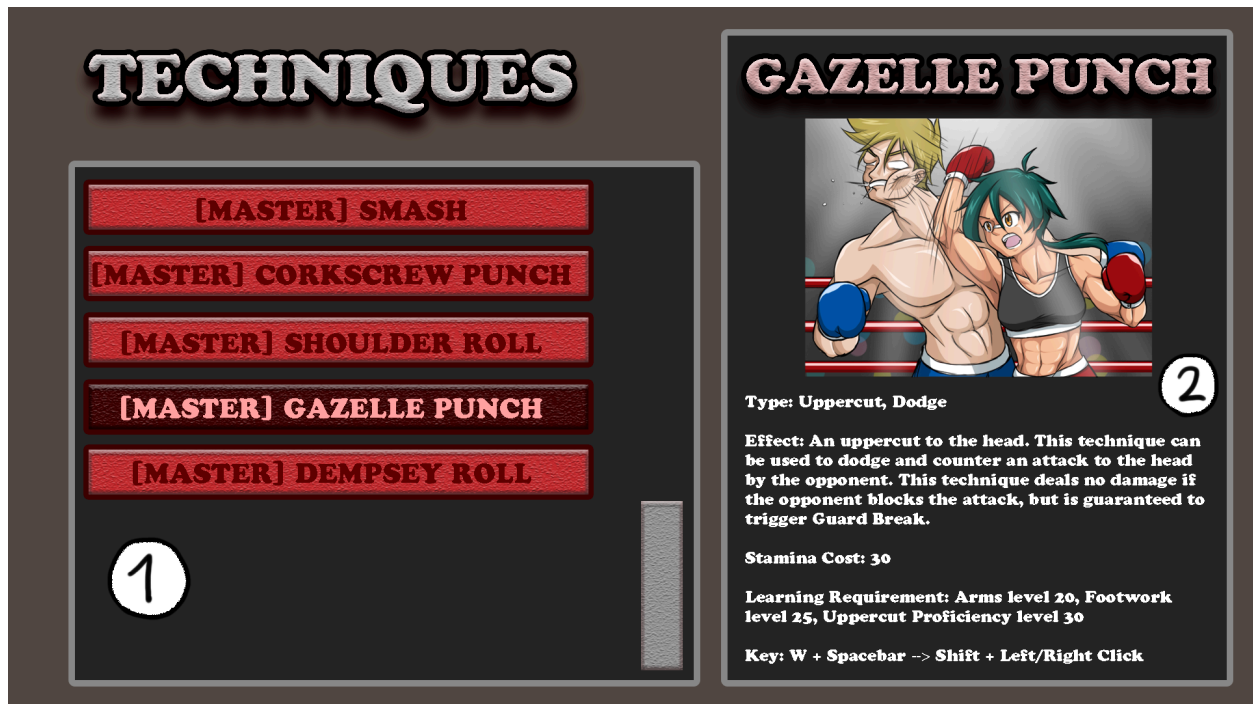
- Body Growth



(1) - Select which limb to examine (Arms, Legs, Abs). Selected limbs will be highlighted in red.

(2) - A window which shows the selected limb's level, stats, and exp.

- Techniques

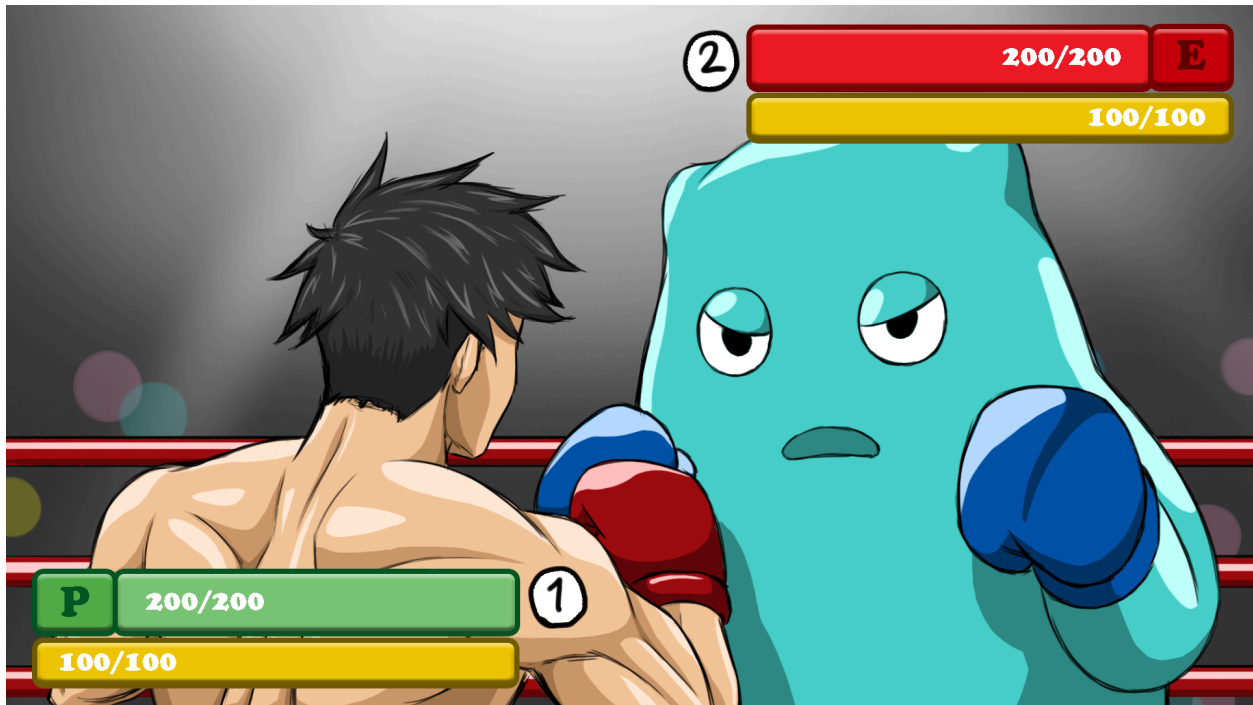


(1) - List of actions/Techniques.

(2) - Selected action/Technique will be shown in this window to explain its insight details with a short video to demonstrate how it works in action.



- Boxing HUD



(1) - Player's HUD is on the bottom left corner. The green bar is the Focus gauge, while the yellow bar is the Stamina gauge.

(2) - Opponent's HUD is on the top right corner. The red bar is the Focus gauge, while the yellow bar is the Stamina gauge.