

THE ELEMENTS OF COMBAT

“Every action is seen to fall into one of three main categories: guarding, hitting, or moving. Here, then, are the elements of combat, whether in war or pugilism.”

B.H. Liddell Hart

VIOLENT ACTIVITIES

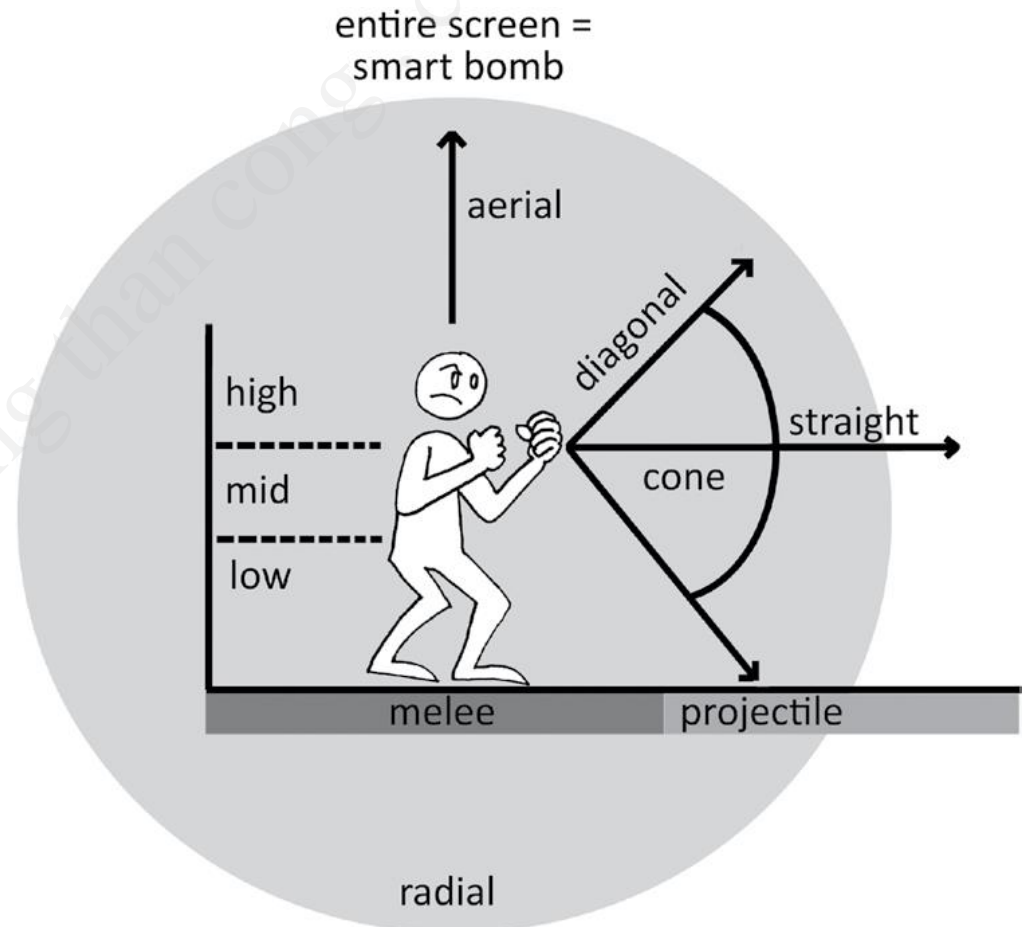
- Does the player do the violence himself?
- Does he use realistic weapons?
- How frequently does the player perform the violent act?
- Does the game reward the player for performing violent acts?
- Does the game show in any way that violence is “not appropriate?”
- How graphic is the violence?
- Is the violence against “bad guys”?

RANGES OF COMBAT

- Close-range combat
- Medium-range combat
- Long-range combat
- Area effects

ATTACK ELEVATIONS

- Standing position
- Low position
- High position
- Aerial position



ATTACK MATRIX

- Attack name
- Control scheme
- Range of attack
- Speed of attack
- Direction of attack
- Damage
- Special

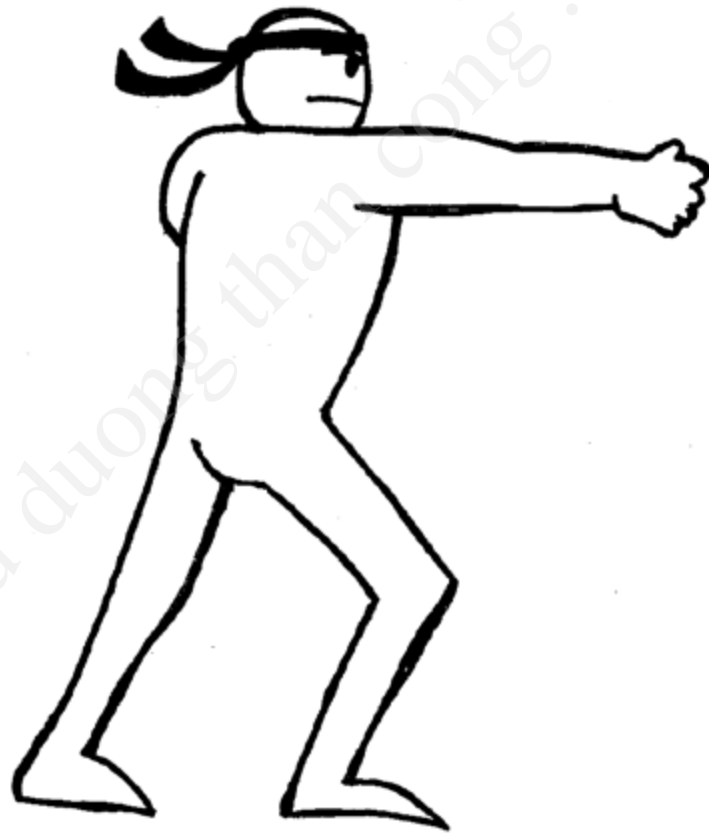
ATTACK MATRIX

Attack	Control	Range	Speed	Direction	Damage	Special
Slash	Square	Close	Med	Horizontal	Medium (10 hps)	Can be blocked by shield
Overhead strike	Triangle	Close	Med	Vertical	Medium (10 hps)	Can be thwarted by helmet
Thrust	Forward on stick, Triangle	Close	Fast	Forward	Strong (25 hps)	Knockback to target
Jump strike	X, down on stick, Triangle	Close, Medium	Slow	Downward	Strong (25 hps)	Stun to any target in two-unit Radius

PUT 'EM UP!

- Punch
- Kick
- Knock-up and juggling
- Stealth kill
- Grapple
- Throw
- Slap
- Block and Cancel
- Parry and Counter
- Focus attack
- Taunt

PUNCH



KICK



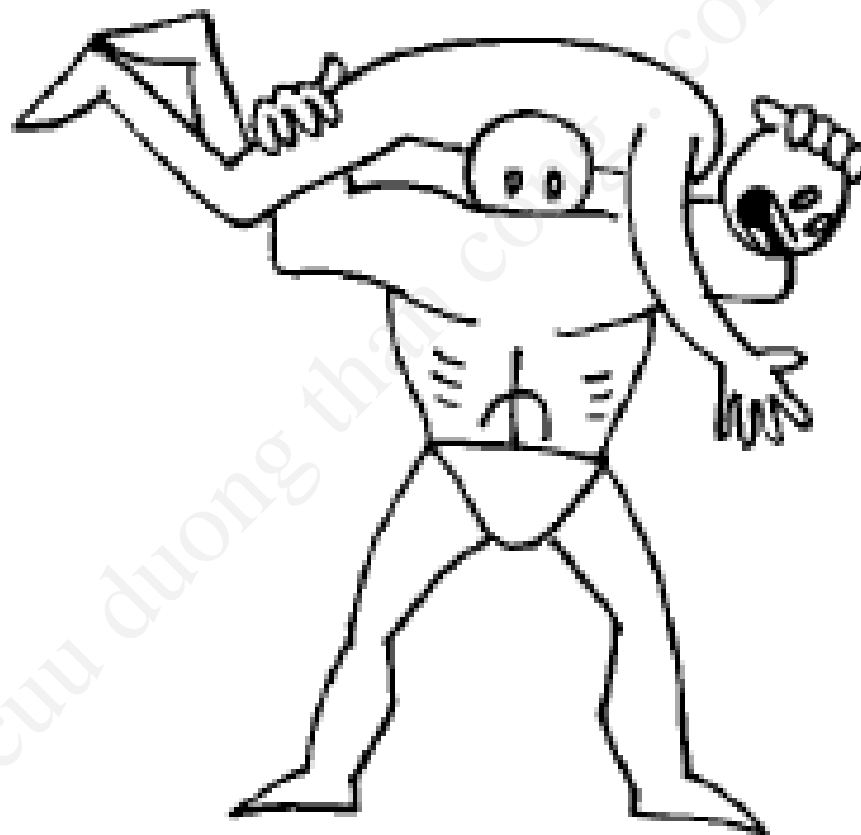
KNOCK-UP AND JUGGLING



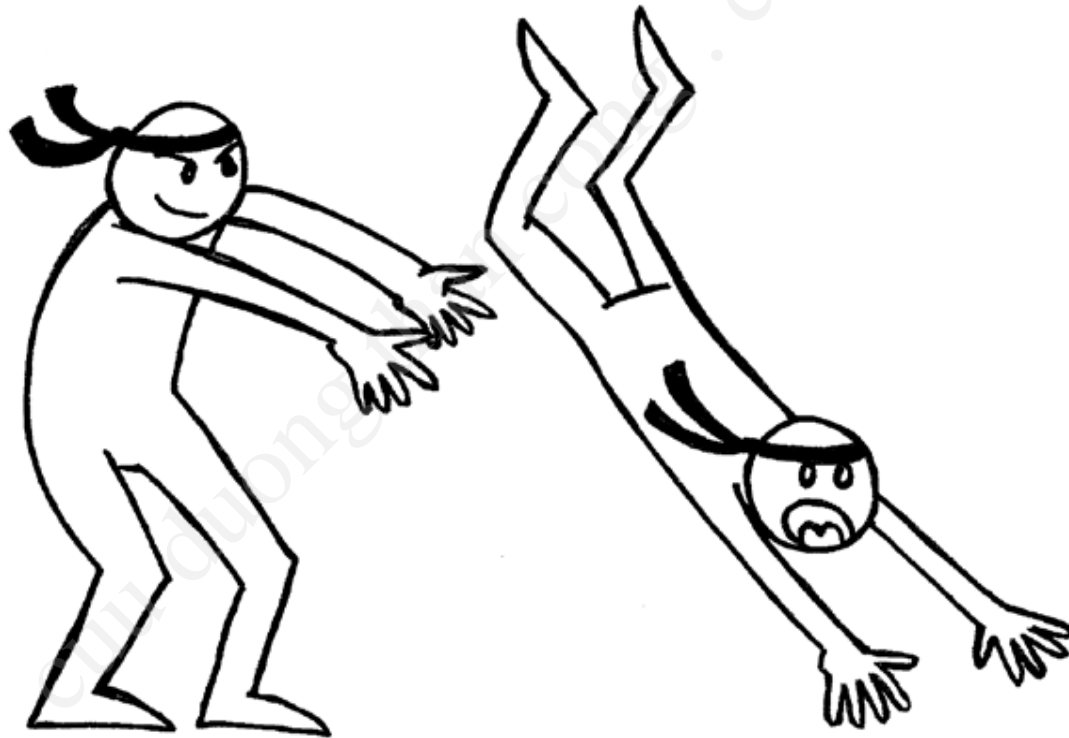
STEALTH KILL



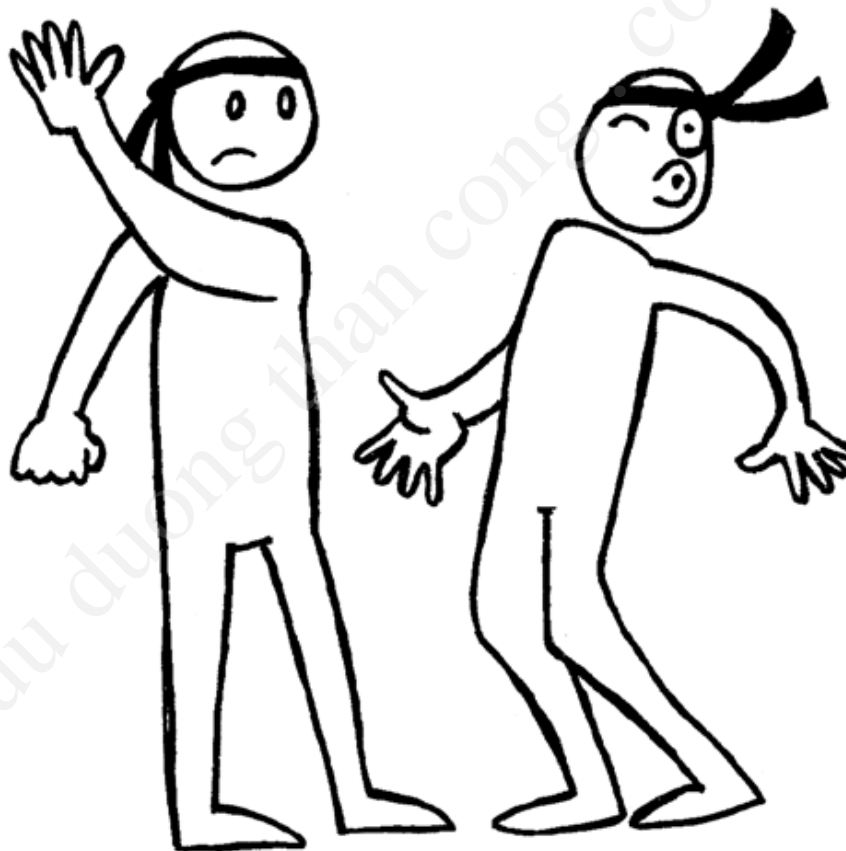
GRAPPLE



THROW



SLAP



BLOCK AND CANCEL



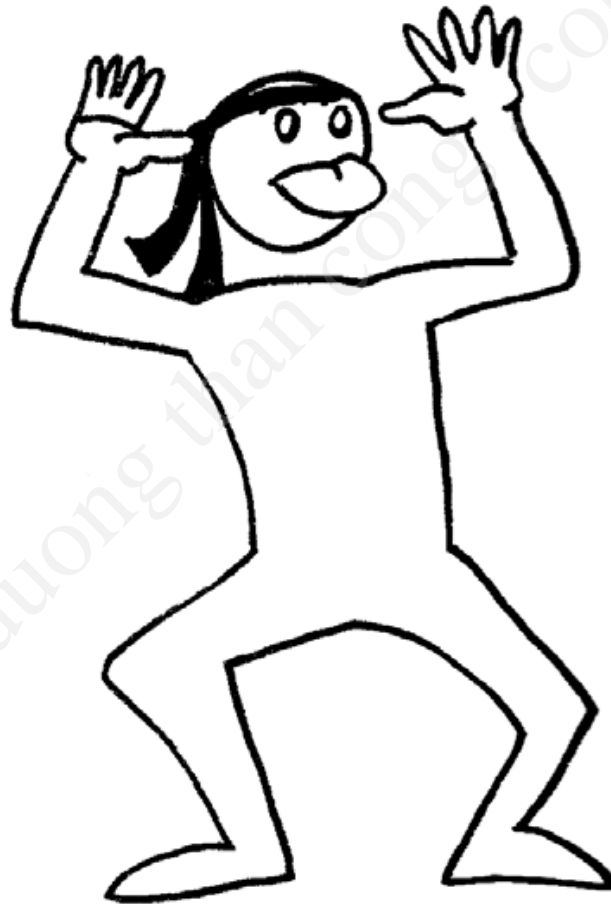
PARRY AND COUNTER



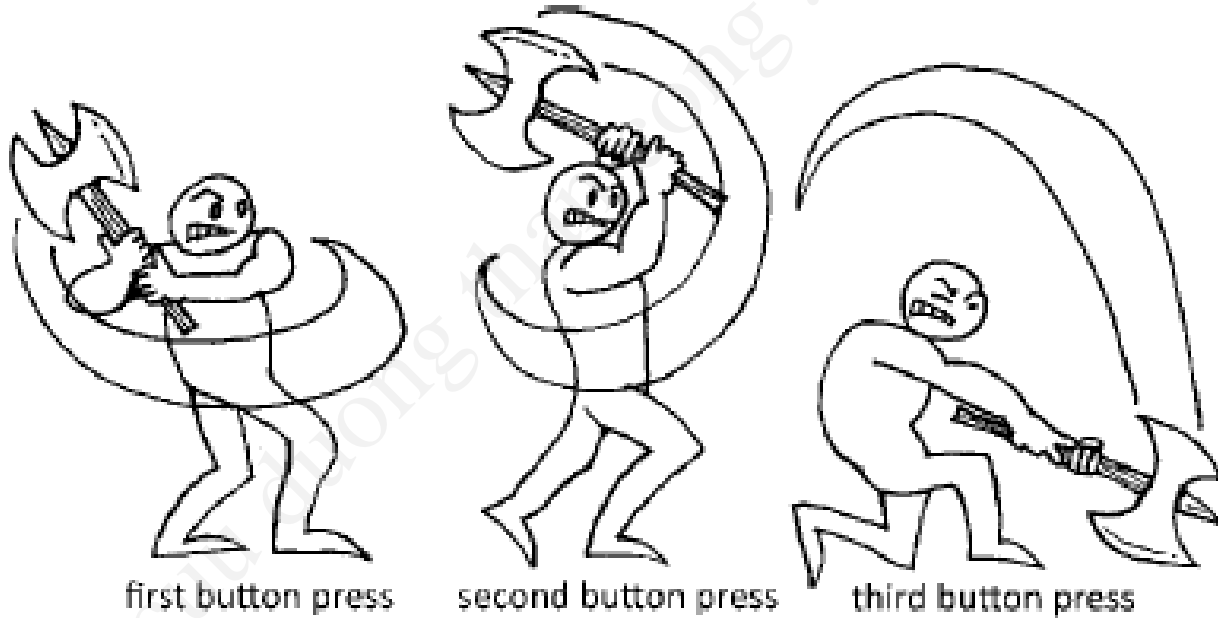
FOCUS ATTACK



TAUNT



COMBAT CHAIN



SUPER MOVE



DEFENSIVE

- Dodges and rolls
- Dashes
- Jump

DODGING THE BULLET

- Let the player know it's started
- Outnumber the player
- The player should still move faster than everyone else.
- Give opportunities for precision shooting
- Make the soundtrack match the action
- You can never have too many effects
- Make bullet time a “sometimes” mechanic or save it for special occasions
- Save it for “super dramatic” moments

STATE OF THE ART BANG BANG

Wait! I thought this was
about ranged combat!?



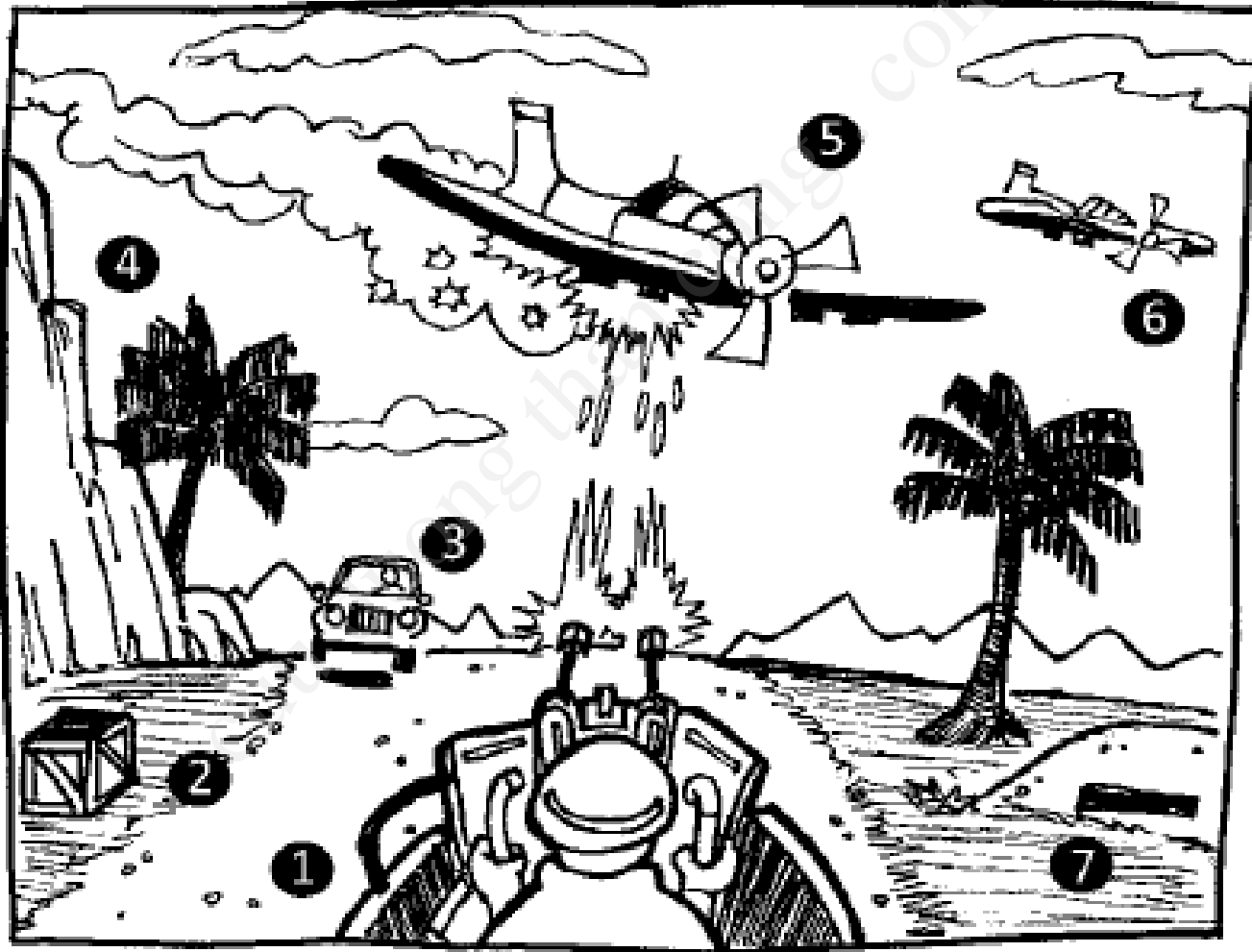
GUNS

- Pistols
- Rifles
- Shotguns
- Flamethrowers
- Automatic weapons
- Heavy weapons

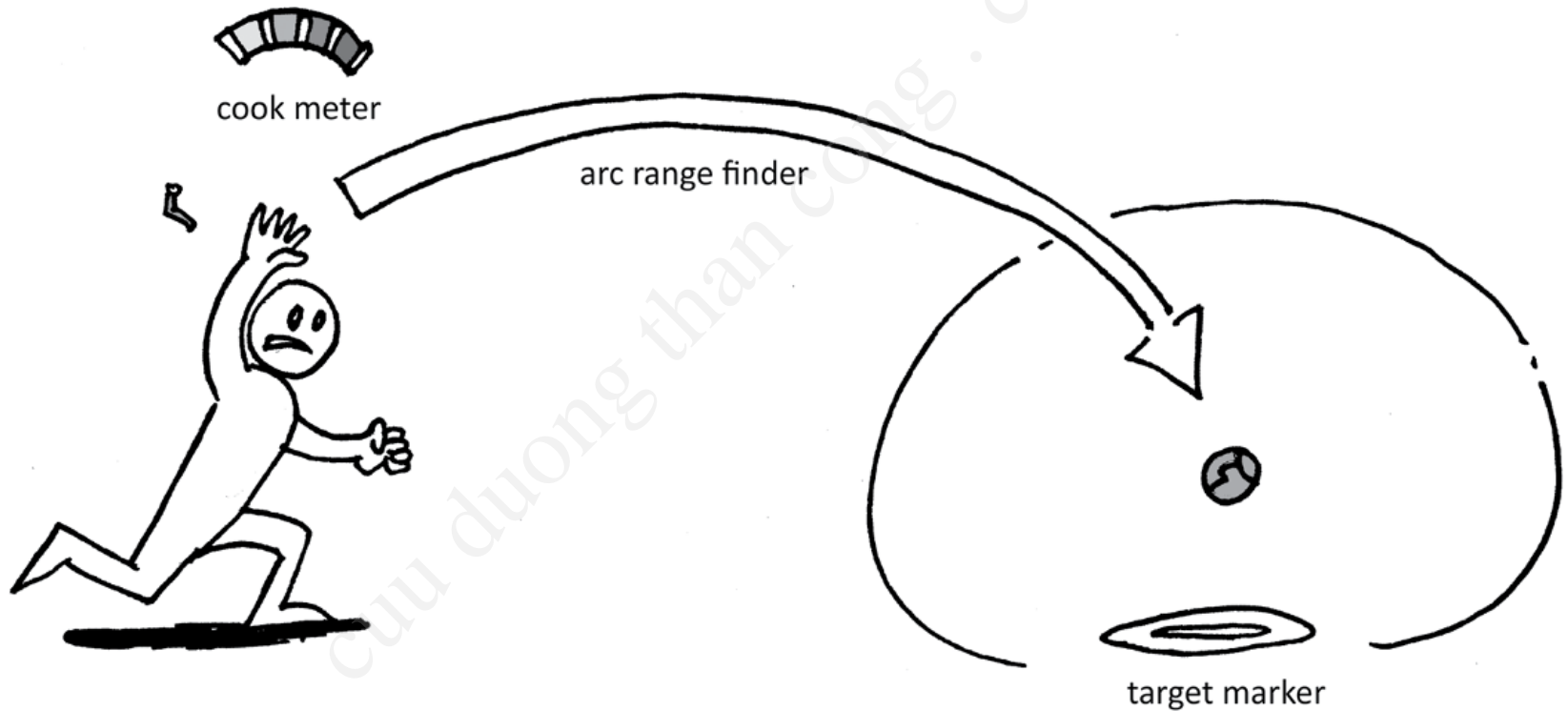
GUNS'S ATTACK MATRIX

Weapon	Short	Medium	Long
Dual pistols	Strong	Weak	N/A
Assault rifle	Strong but slow	Very Strong	Weak
Shotgun	Very Strong	N/A	N/A
Sniper rifle	N/A	Medium	Very Strong

RUN AND GUN



NOT JUST SHOOTING



LIVES AND GAME OVER SCREENS

