SPARK FIGHTERS

Games Design Document

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OVERVIEW

Spark Fighters will always follow these core ideologies:

- Give the player fun and unique mechanics to play with in a fighting game environment
- To create a Unique and Diverse cast of characters
- Put an even playing field where all characters are viable
- Put Player Experiences First.

Find your spark!

Unique mechanics are at the heart of all the characters in Spark Fighters, their design and gameplay will be fully focused and surround on how to create a new approach to a fight and keep the gameplay fun and creative.

Each Sparker is a new realm of ideas and possibilities

- Each playable character will strive to be as fun and different from the rest as possible. Giving the player freedom

Sparkers are important to the story of the game

- Each Sparker needs to belong in this world we are creating, whilst still having their own identity.

Characters will embody unique personalities and tones

- We want to encourage players to be drawn to all characters, by having all of them explore different tones

Earnest and non-objectifying depictions of Sparkers

- There should be a Sparker for everyone, and each character is something to be proud of

Exploring unique relationships between Sparkers

- Some Sparkers will be tied together through story and through relationships, creating a deeper world.

Fight For the Title!

We will encourage and nurture a complex competitive environment for players, whilst also allowing casual players to thrive

Clash in competitive

- A deep and electrifying ranked system

Gain rewards for your hard-fought battles

- Players can progress and earn rewards for fighting battles

Learn or just relax in casual queue

- Players can fight others with no worry of losing hard-earned progress in ranked or other statuses

Master every Sparker

- Each Sparker has their own rank progression, meaning you don't have to worry if you want to try out a new character

Fight with friends in a Room Lobby

- Hang out with your friends in an interactive 3D lobby, in which you can invite your friends.

CORE GAMEPLAY

Overview

The core gameplay is the matches which are played between two Sparkers, and how their kits can be played against each other. Character Mastery and Flexibility is very important in Spark Fighters. Being able to hold your own against a character with a new gameplan every game is at the key to creating a fun and competitive experience.

Goals

- Spark Fighters will always offer fun and fair matches. Keeping the competitive spirit intact
- Spark Fighters will offer characters with different heights of skill ceilings, but all characters should have deep and diversified move list to unearth
- Spark Fighters will feature industry leading net code and cheat detection, so bad actors cannot ruin others experience.
- Spark Fighters will clear and readable gameplay outcomes, so players know why they lost and how to improve.
- Spark Fighters will offer a UX and UI up to the standard and polish of a AAA game.
- Spark Fighters Characters will define the game, and how mechanics work in a fighting game environment.
- Spark Fighters moves should feel responsive and consistent, allowing for games to feel fair
- Spark Fighters will always be as responsive as possible, as to not ruin our competitive integrity

Fighting Mechanics

Overview

Spark Fighters will use the tried and tested formulas of old-school fighting games, infused with the new and creative characters and mechanics, allowing for a new experience in a familiar style. Games consist of a first to two sets style.

Main Mechanics

Normal Moves

Spark Fighters uses a minimum of 5 buttons, with four of those being used for standard attacks. These attacks are a Light, Medium, Heavy and an Overwhelming normal. These are different depending on the character and the direction being held

Sparks

The fifth button corresponds to the selected spark, which can be chosen independently of the character. Allowing for more unique matchups and variations in the game. These moves have a usage bar, which fills up slowly over time.

Time to Kill

No one match should be decided by one combo, so we need to make sure that combo opportunities, whilst creative and rewarding, cannot end a match instantly.

Special Moves

Special moves can be performed by doing a combination of movement inputs and a normal move, this unleashes a unique move that usually has a more unique use-case.

Variation

The games main USP is in the character variation, on top of the additional spark selection, variation runs rampart in this game. Always expect the unexpected.

Health

Each character has a unique health value, from 9000 to 11000. Once hitting 0, the round is ended and the person with health remaining is the winner.

Super Meter

The super meter is very important as it allows for more defensive and offensive mechanics. The super meter fills up upon doing any action, each action rewards a different amount. Once filled you gain a meter, and start building the next, up to a maximum of 4. Different actions require different meter, meaning rationing this is very important to winning the game.

Move Speed

The move speed of every character is unique. The stage is 15 units long. And each speed number is an internal distance used by the game, in units per frame. These speeds can be anywhere from 0.3 to 0.6. Same rules apply for the back walk; however, **ALL** back walks are slower than forward walks

Timer

Default time is 99 seconds but can be edited in some match types.

Crouching

Players can crouch, which changes which normal moves come out, normally it makes them quicker, or to reach farther, but this isn't always the case. Crouching can also make some projectiles and moves go over the characters head. This is known as "low profiling". Crouching can often turn some moves into low hitting ones

Jumping

Jumping also changes which normal moves come out, and some specials moves can be performed in the air. Jumping direction cannot be changed whilst in the air, unless you dash. Jumping turns all moves into overheads

Dashing

Dashing is a quicker but more unsafe version of moving, as you cannot block during the startup of the dash, they make the player travel a short distance in a quicker time. Most characters can also dash in the air.

Blocking

Holding Back allows for the character to block, if hit, the character remains in block stun until a pre-determined amount of time ends. Then they can move again. There is two types of blocking, crouch or standing. Each one can block certain types of moves, which the other can't

Overhead Attack

An attack that can't be blocked by crouch blocking

Low Attack

An attack that can't be blocked standing

Grab

An attack that can't be blocked, but must be very close for it to hit

Normal Attacks

Normal attacks, as previously discussed, have four different types. Light, Medium, Heavy and Overwhelming. Each one of these moves increases in power, but also in time to perform.

Normal Attacks Start Up
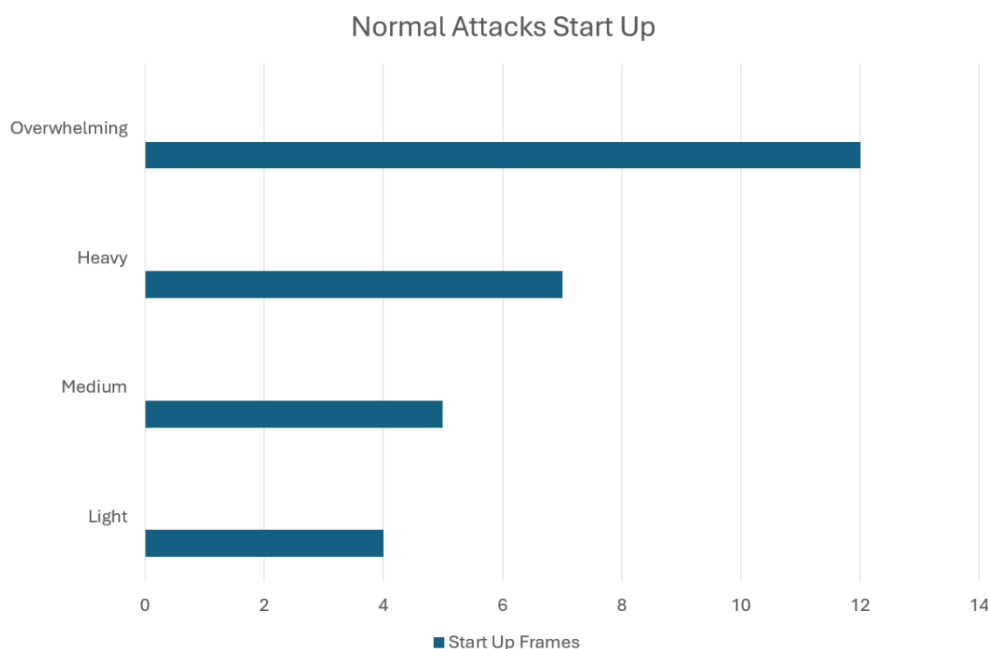
As you can see for our base values, they incrementally take longer to start-up. The damage also goes up with this, usually.

Light Attack L

The light attack is the quickest tool in the players arsenal, it can be made even quicker by using the crouching variant. Light attacks can also combo into each other.

Light attacks don't reach very fair, often being the shortest move in the characters kit.

All these make the light attack great for mashing out of unsafe block-strings and hit confirms.

Ryu's Standing Light Punch from SF6 can be seen as an example

Medium Attack M

The medium attack is the perfect all-rounder move, reaching further than the light and dealing more damage than it, despite not taking too much longer to come out

Mediums are great for extending combos and block strings, allowing for more options after it

Sol Badguy's Kick (which is like our medium) from GGST can be seen as an example.

Heavy Attack H

Heavy attacks are the big reaching moves, with bigger damage. They are normally unsafe on block – which means they player can punish you for it if they block it, but this isn't always the case.

Heavy Attacks are great for whiff punishing opponents, leading to big damage.

Here is Goku's Standing heavy as an example

Overwhelming Attack O

The strongest normal move in a character's arsenal, these moves are more likely to house unique character-specific effects. However, most of them share one thing, a long recovery timer

These moves can often disjoint, making them good counters tools, they also usually have a lot of block stun on it.

Here is May from Guilty Gear using her standing Heavy Slash as an example of what one could look like.

Specials Moves

Special Moves are unique as each character will have a list of their own, meaning its hard to document here. Instead, we can go over how to input them.
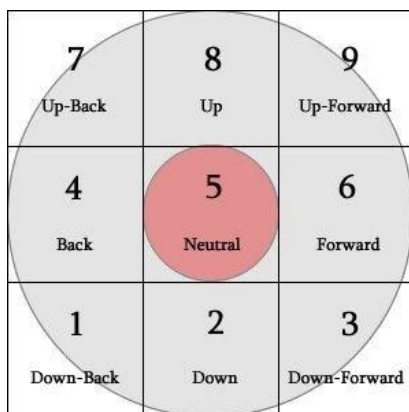
We will be using fighting game notion for the sake of efficiency, so please look at the chart if you are lost.

Fireball – 2 – 3- 6 PUNCH

This is the input for Ryu's iconic Hadouken, which is so famous that most games now use it for all fireball moves. Also known as a quarter circle forward.

Dragon Punch – 6 – 2 – 3 PUNCH

This is the input usually associate with Ryu and Ken's shoryuken, which makes the player invincible and is also a good anti-air.

Quarter Circle Back 2 – 1 - 4 – PUNCH

This is the opposite of the fireball special move, moves with this input usually move the character backwards in some way.

Damage Interactions

Damage feedback is very important in this game for both parties.

When landing a hit, you will see a burst of particles, not too many as you don't want to distract your players. But enough to register a hit.

When being hit by an attack your character will react by flinching or looking hurt. Your health will also go down as another indicator.

A sound will also play for both parties when hits are received, a punchy crack sort of noise.

If the player lands a counter hit, a louder, more highlighting sound will play, to let both parties know a more significant hit has happened.

Sparks

Sparks are the USP of our fighting game, and they open a lot of creativity by allowing the player to choose another part of their kit, opening to more options and mechanics.

The Sparks have their own meter below the health bar, each spark has three moves, two of which are called Spark Shines. The final move will use the whole meter, by draining it continuously. This move will keep going until the bar runs out and is called a Spark Rush. The Spark meter can fill up to 100 Spark Units

You can refill the Spark Meter by doing the same actions that refill the super meter. However, the Spark Meter takes longer to charge up.

They are performed by pressing the Spark Button and either forward or backwards, pressing the spark button and any normal attack button activates spark rush

Spark Types

Here I will list the 5 main spark types in the game, they are selected after your character.

CHAOS SPARK

The Chaos Spark is the ultra-offensive option, allowing your character to deal more damage than ever before!

Spark Shine Forward - Crimson Rush (Forward): Dashes the player further forward than normal, allowing to close the gap quicker. You can also act out of it faster than a normal dash. Costs 25 Spark Units

Spark Shine Backwards – Crimson Rush (Backwards): Dashes the player further backwards, allowing for a quicker escape. Costs 25 Spark Units

Regular Dash – 19F to travel 1.4 units

Regular Backdash – 23F to travel 1 unit

Crimson Dash – 15F to travel 1.9 units

Regular Backdash – 17F to travel 1.4 units

Spark Rush – Chaos Storm: Creates a Chaos storm around the player, if the opponent comes near the player, they will take a small amount of d.o.t stopping once the opponent back away. The move does not cancel if the player is hit or even grabbed, but it cannot kill the opponent. Consumes 25 Units per second

Chaos Storm – Dealing 6 damage per Frame

LIFE SPARK

The Life Spark is the Self-Sustain Option, allowing you to stay in the fight longer than ever or fill your resources to new heights.

Spark Shine Forwards – Life Infuse: Shoot out a projectile that heals the player if it hits. Costs 50 Spark Units. Does 600 Damage and Heals 500.

Spark Shine Backwards – Rooted Defence: The next hit you take does 20% damage. Costs 20 Spark Units

Spark Rush – Power Surge: Trades spark charge for super meter. Takes all Spark Units

AETHER SPARK

A very balanced spark, that allows for defensive and offensive options.

Spark Shine Forwards – Aether Push: Launches a knockback wave that launches away even blocking enemies. Cost 40 Sparks

Spark Shine Backwards - Aether Pull: Pulls the enemy towards the player, even blocking enemies. Costs 60 Sparks

Spark Rush – Black Hole: Creates a Black Hole on the opponent, pulling them in for the duration of the Rush. Holding Down spawns the black hole on the player. Consumes 30 Sparks Units per second

STURDY SPARK

A spark that allows the player to become an immovable force.

Spark Shine Forwards – Shields Up: Puts a shield in front of the player, that can absorb one projectile. Breaks if hit by a normal move. Costs 30 Spark

Spark Shine Backwards – Roll Away: Makes you Backdash, but with one hit of super armour. Costs 25 Spark

Spark Rush – Sand Shield: Gives the user super armour until the rush ends. Consumes 25 Sparks per second. Every hit consumes 10 more sparks.

A spark full of mystical and powerful abilities. Very Explosive Spark

Spark Shine Forwards – Magic Missile: Launches a slow-moving projectile that homes onto the opponent. Cost 50 sparks.

Spark Shine Backwards – Dream Catcher: Reflect a projectile. Costs 25s Sparks

Spark Rush – Magic barrage: Every attack launches a small magic bolt until the end of the Rush. Uses 40 sparks per second.

Super Meter

The super meter is another important mechanic in Spark Fighters, the meter appears at the bottom of the screen in each corner for each character. Doing any action builds a certain amount of meter. Once the meter fills it stores one meter, and begins charging the next, you can charge up to 4 bars at once.

Super Meter lasts from round to round and only resets after the game has ended.

Super Meter Uses

There are 3 main uses for your super meter:

Infusion Moves – Use super meter with your special moves and enhance them to allow for extra effects. Uses ½ a bar.

Level 1 Super – Uses a bar of super meter to unleash unique move! Uses 1 Bars

Level 3 Super – A cinematic finishing move that deals a lot of damage! Uses 3 Bars

Defensive Play

Blocking

The most basic defensive mechanic, blocking is done by inputting away from the opponent. There are two types of blocking, standing and crouching. Grabs beat blocking every time.

Standing Block

Standing block can block all moves except low hitting moves

Crouch Block

Crouching block can block all moves except overhead hitting moves

Super Spark

Sparking is done by using meter and will interrupt any combo or pressure being done by the opponent, you can do this once per game, so make sure you use it wisely.

It is performed by pressing the spark button with all four normal attack buttons. However, you can also hotkey bind it in the settings.

This is a very strong mechanic, so make sure you use it wisely.

Push Block

By blocking at pressing an attack button at the same time, you do a unique type of block. This block makes the opponent be pushed back further by your shield, giving you more space. It also leads you very open to grabs, so be careful when using it

Ranked System

Every character has an individual MR (Match Rating) which is only used in Ranked Play. It decides who to play against. Every 100 MR gained causes a rank up.

Every rank is split into 3 sections, when you rank up from the highest of those sections, you will move into the next rank. If you lose enough games, you can also fall back into previous ranks.

Ranks

Copper 3-1

Bronze 3-1

Silver 3-1

Gold 3-1

Titanium 3-1

Diamond 3-1

Master 3-1

The rank system will also reward more MR for winning against a higher ranked opponent than you, and make you lose more MR for losing against a lower ranked opponent.

Games are best of three sets, but in ranked you can rematch and do a best of three games. Players who consistently rematch and do best of three games will be rewarded with bonus MR for good sportsmanship.

Every time you get a character into Titanium you unlock a unique recolour to show off your progress!

Gamemodes

There are several game-modes to try in Spark Fighters, both single player and multiplayer.

Arcade Mode

Choose a character and begin on a series of 8 or 16 matches (depending on players choice) against randomly selected opponents. Each character has a unique ending after finishing the arcade mode, finish with all the characters to learn more about them, and how their story progresses.

Survival Mode

Endure an endless fight against unlimited enemies; after defeating an enemy, a new one will spawn in. After 5 matches the stage changes. Health and super meter are carried over to every fight. How long can you survive?

Local Matches

Fight a single round against another player, or an AI opponent. Choose the rules and stage and enjoy a quick match. Played Offline

Training

Enjoy a mode with multiple information settings and a lot of customizable options. This is the ideal place to learn the game and characters. You can look at frame data and also do some preset combo trials.

Casual Matches

Accessible through the online lobby, fight players without the worry of losing rank. Choose your stage and fight with your preferred character and spark. Matches can be spectated as well.

Ranked Matches

Fight for glory and pride as you ascend through the ranks, you can fight players within one rank of yours. Win streaks earn you extra points. Choose your preferred stage and fight for glory!

Lobby System

Our lobby system will feature little chibi avatars, similarly to the Dragon ball Fighterz lobby system.

The character is completely customizable, allowing for unlockable items for your character. The items you can customize are your Torso, Legs, Shoes, Hat and an Accessories slot.

Players can dress up as their favourite character or just show off their sense of style.

Their character can explore an open lobby and join multiple different game modes from the lobby.

Alternatively, these modes can be accessed through the menus as well.

This is the map of the lobby system, as you can see there is a main area, then a corridor to open a private lobby.

Match up machines can be interacted with, finding a game against an opponent inside of the same area.

🟡 - Match Up Machine	🟩 - Training	🟪 - Private Lobby
▬ - Spectate Screen	🟧 - Ranked	
	🟦 - Casual	

Spectate Screen show games and can be interacted with to see any game the user wishes

Private lobbies can hold up to 8 people and can be customised to include fun items.
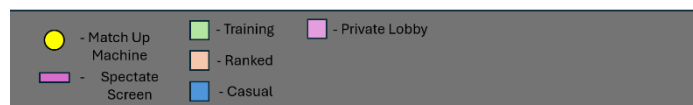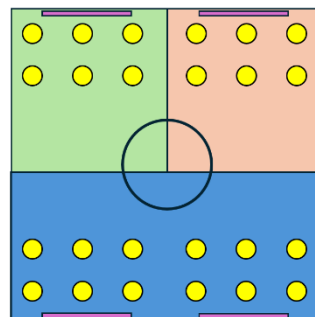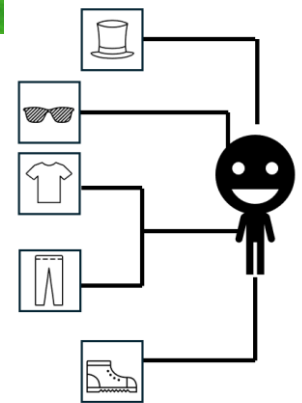
Reward Systems

Money

Players earn money from playing games, winning games and ranking up. There are also daily challenges to gain some extra money.

Money can be spent on customisation for Lobby Avatars, Furniture for a private lobby and recolours for the characters in the game.

Character Mastery

By playing as a certain character, you can unlock experience, which in turn levels up your character mastery, which in turn will give you a reward.

The character mastery track will look something like this. The rewards will include Character Specific costumes for your lobby avatar. Room furniture tied to your characters story. Profile icon and banners and finally, if you get max mastery, you will earn an exclusive character icon, that will be displayed when finding matches.

This lets people earn rewards by playing and a reason to play multiple characters so they can earn max mastery.

Mastery is seen as a long-term goal, so the player should achieve max mastery after around 20-30 hours playing the character.

Characters / Sparkers

Sophia

Overview

Sophia was an ambitious and motivated engineer, who suffered a rare accident, that left her right arm fused with a huge mechanical arm. She now uses this arm to fight to protect the Aether Spark. She has huge hitting normals and can harness her robot arm to unleash powerful special moves. Whilst her speed is lacking, she can charge forward and catch the enemy out by forcing then into her effective range.

GOALS

- To create a Sparker that can control certain areas of the stage and bully her opponents into submission if they let her.
- To establish a main character for this region of the world, and introduce the Aether Spark
- Create a semi-simple character that can be enjoyed by all skill levels
- To create an interesting and developed female character that is not bound by normal conventions,

USER WANTS

- As a player, I like playing a powerful character, that leaves my opponent at a disadvantage
- As a player, I like controlling space and keeping the opponent playing on my terms.
- As a new player, its good for me to have a character that's easier for me to pick up

DETAILS

Name: Sophia Adams

Region: West Aetherium

Role: Slow moving tank, that can dominate certain areas of the screen if left unchecked

Strategy: Sophia can use her robot arm to dash and absorb projectiles, leaving her in her preferred spot on the map, from there she can push her opponent into the corner where she can unleash huge damage.

Health: 10,500

Walk Speed: 5.6

Run Speed: 14

Ideal Spark: Aether Spark

Age: 22

Difficulty & Character Type: 2/5 - Balanced

PERSONALITY & BACKSTORY

Sophia made a name for herself by developing some of the equipment to harness the power of the Aether Spark. The leaders of Aetherium decided to place her into a group of ace engineers, tasked with working on a new weapon in the war effort. A huge mechanical robot that needs to be piloted. Sophia was always determined to find the solution to any problem that befell her, she is always the most ambitious person a room.

It didn't take long for complication to arise within the project, creating something that uses this much power was unheard of. Most of the engineers had lost hope, frustrated, but hoping that a night sleep might invigorate them, they left. Charlie, another one of the engineers, called out to Sophia, asking her if she was leaving too. Sophia sat in a corner, idling away at some blueprints she's read 50 times over, hoping to spot something she had previously missed. She replied, "I'm gonna stay, I like working by myself anyway". Charlie wished he could stay and help, but he had to leave, Sophia didn't mind though. She liked working by herself anyway.

The hours slipped away from her, until she finally felt like she had found the missing piece. She tightened the bolt to the power supply, knowing it was finally fixed. Sophia couldn't wait for the rest of the team, she had to try it now, she had to know what needing doing next. She was on a roll.

She hooks herself up to the machine, inserting her right arm into the machine, laying her tools on the table to the side of her. Success. The arm works flawlessly, just one more thing to test. As she powers up the robot's laser weapon, a loud crack of light splits across her eyes. A huge crash follows. The spark had malfunctioned, causing a huge electrical fire.

Sophia screamed for what felt like hours, the lab was collapsing in on itself, and the fire was just getting hotter and hotter. With no power going to arm it had locked, trapping her arm inside. She was stuck. She reached for her toolbox, managing to snag her industrial screwdriver. Through the burning heat and the pain of the searing metal. She managed to unscrew the binding. She had to escape, dragging the lifeless lump of metal across the floor. Scraping across the floor she managed to escape through the open hole in the lab, caused by the explosion.

Surgery after surgery ended unsuccessfully, the metal had already burnt and fused with her skin. Her new life was one of pain and immobility. Sophia had to try and fix this. She spent night after night pondering, she needed to somehow restore power to the arm. She called her friend, Charlie. Together they built a new power source, on built directly into the arm. Not scared by her past mistakes, Sophia ordered Charlie to place a part of the Aether Spark into her arm. The arm whirred and steamed. Light bouncing around the wall like a caged bat. Suddenly it stopped, Sophia clenched her right arm, the robot arm clunked and grinded, mimicking the action of the limb stuck inside it. It will take a lot of getting used to, but maybe now Sophia can start going back to what she loved, or maybe, she can become something stronger, a protector of the spark inside her arm.

"I've been out the game long enough, time to strike back!"

"There's nothing I can't fix!"

"Nice try hotshot, but this arm can pack a punch!"

Move List – Move Info

THROWS	INPUTS
Throttle	L + H (forward)
Ground Drag	L + H (backward)
SPECIALS	INPUTS
Arm Charge (On Ground)	2,3,6 + M H
Energy Capsule	2,2 + L M
SNATCH	2,1,4 + O
Rising Fist	6,2,3 + L M H
Floor Rise	2, 1, 4 + L M
Arm Spike (In Air)	2,3,6 + M H
Energy Absorb	2,2 + H
SUPERS	INPUTS
ENERGY SLAM	2,1,4,2,1,4 + O
ARM UNLEASHED	2,3,6,2,3,6 + O

Throttle – GRAB an opponent in front of you, crushing them with your robot hand, dealing damage and launching them away from you

Ground Drag – GRAB an opponent in front of you, and drag them on the ground, throwing them behind you.

Arm Charge (M) – Send the player half screen, this move has reduced startup and recovery, as it travels a shorter distance. This move absorbs projectiles

Arm Charge (H) - Sends the player full screen, allowing Sophia to close the gap. This move absorbs projectiles.

Full Screen

Arm Charge (M)

Arm Charge (L)
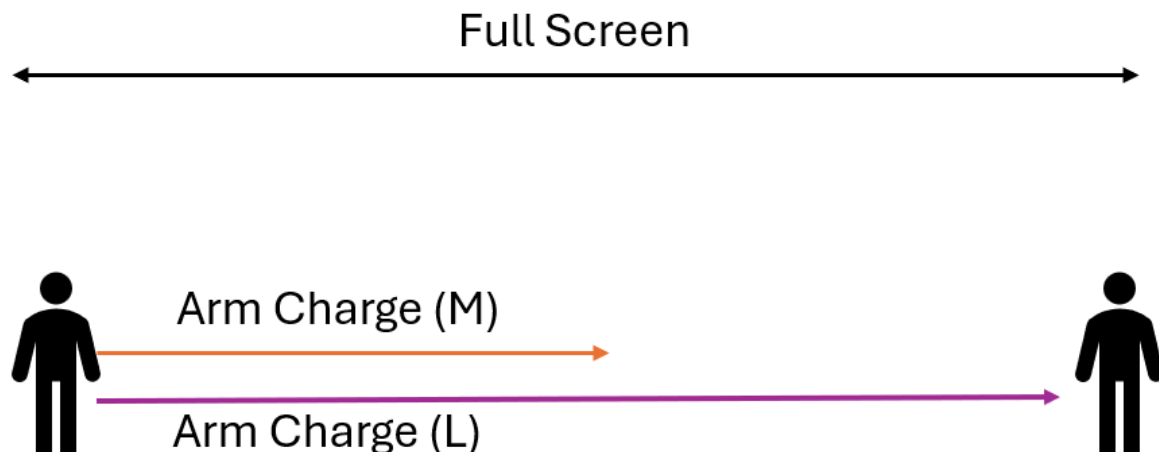
Energy Capsule (L) – Places a timed detonation charge on the floor close to the player, this uses energy meter.

Energy Capsule (M) - Places a timed detonation charge on the floor further away from the player, this uses energy meter.

Full Screen

Energy Capsule Energy Capsule
(L)   (M)
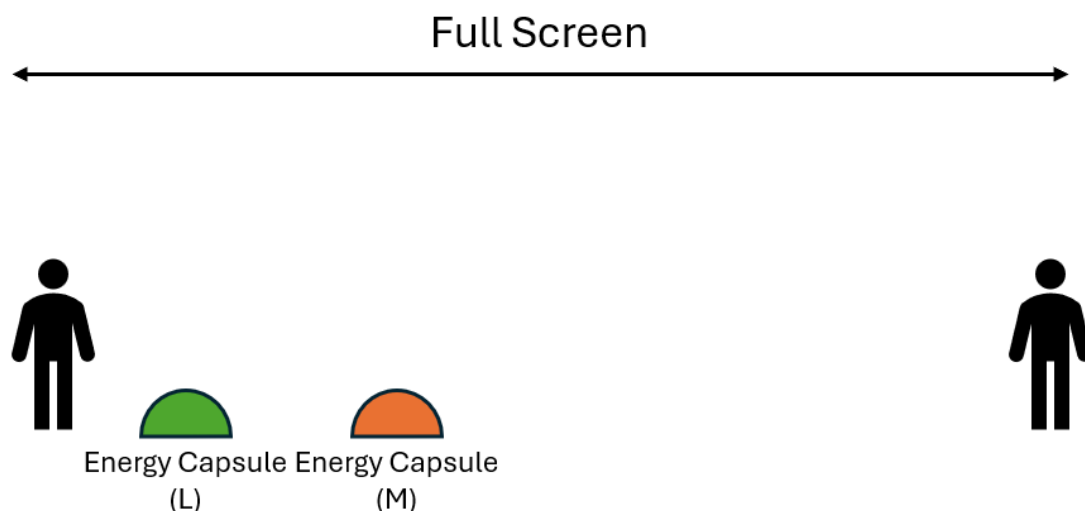
Snatch (O) – An anti-air grab, allowing Sophia to slam them back down.

Rising Fist (L, M, H) – Each version of the fist does more damage, the heavier type of move it is. The light is also the quickest to come out, whilst heavy is the longest.

Floor Rise (L) – A homing projectile that appear beneath the enemy, Sophia bangs on the floor, causing a spike to emerge. It can only track in a certain area of the stage. (M) The medium version tracks in a different area.

Full Screen

Floor Rise (L)	Floor Rise (M)
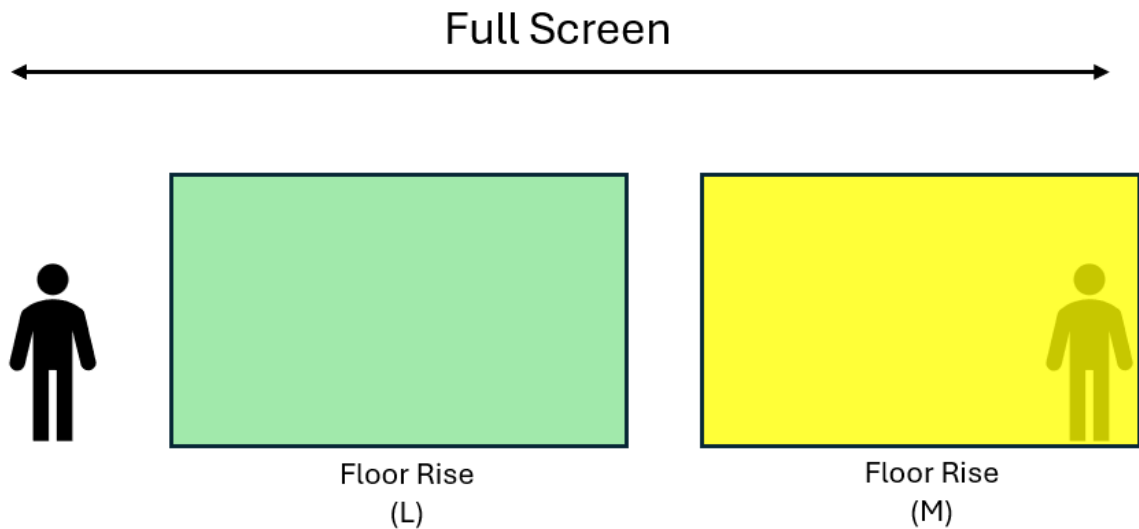
Arm Spike - (L) Travel fist-first, in a tight angle. (M) goes further and (H) Goes the furthest.

Arm Spike

Full Screen
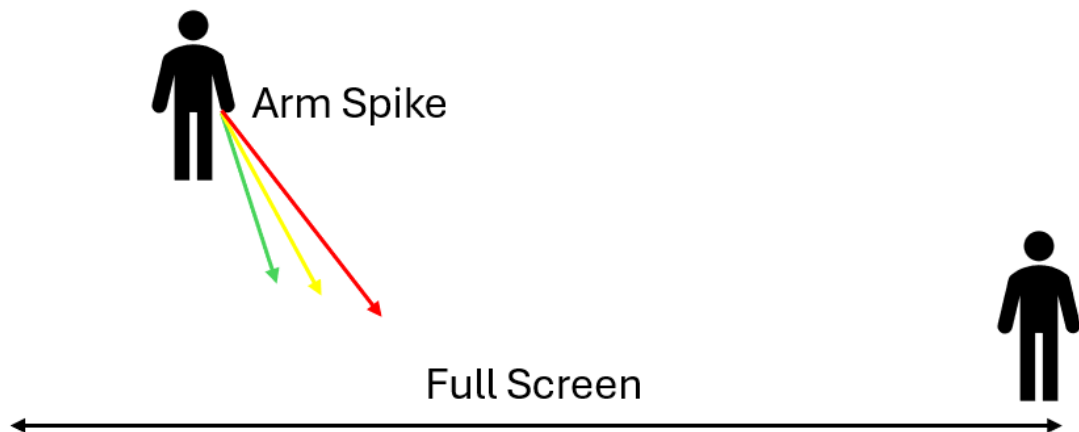
Energy Absorb (H) – Sophia uses her arm's built in shield, that can only be activated for a second, if Sophia is hit, it builds her Energy Meter, which she uses to place energy capsules.

Energy Slam– Uses 1 Super Meter, where Sophia slams on the ground and does a lot of damage. This is a combo ender.

Arm Unleashed – Uses 3 Super Meter, where Sophia blasts a full beam of energy, dealing a lot of damage. It completely absorbs enemy projectiles and hits full screen.

Sanguis

(THIS IS NOT MY ART; THIS IS JUST TO SHOW THE CHARACTER TO SOME DEGREE. MADE ON PICCREW. LINK)

Overview

Sanguis is a vile and ruthless member of the Paragons of Chaos, a cult that revers and worships the spark of Chaos. He is a prodigy in the art of blood magic, defending the cult from non-believers and traitors to the spark. However he is not loyal to the cult, mearly seeing them as a means to an end. He has a unique mechanic called Blood Spots, which are needed to actiavte certain special moves safely.

GOALS

- To create a sparker with a unique mechanic, that can allow for new and intersting gameplans and matchups
- To create a imposing villian character, that people will love to hate
- To create a very skill expressive character, one that cannot be mastered quickly
- To explore a new section of this world, that shows how different each region can be, and how they interact with the Sparks

USER WANTS

- As a player I want to be able to express my skills in my own playstyle, making each game different
- As a player who likes to explore mechanics, I want to have a more complex character that can take a while to master

DETAILS

Name: Sanguis Marcellus

Region: Vhorath

Role: Methodical rush down character, that can need setup

Strategy: Sanguis starts the match with no blood spots, so you want to play safe if you want to keep your health bar full. Look for quick conversion to gain blood spots, once you have a few you can lay the pressure on thick and deal big damage. You can also do this without blood spots, but beware, as you will take damage when you do.

Health: 9,500

Walk Speed: 6

Run Speed: 15.4

Ideal Spark: Life Spark

Age: 20

Difficulty & Character Type: 4/5 Rushdown

PERSONALITY & BACKSTORY

Born into a poor and very remote village in the north of Vhorath, a young Sanguis was surronded by death and diseases for all his childhood, he and his sibilings grew used to it. He became numb to its effects, even when it took his mothers life, it didn't surprise him. He felt no empathy for the people living beside him in this village, unlike them he was going to make a name for himself, he was going to be something greater. He laughed at this thought

The disease that afflicted the village lingered like a stray dog, walking from home to home, never settling down. Around his 15th birthday, a band of doctors walked into town, claiming that they can offer a new treatment lead by a new discovery made in Aethrium. They promised to take the stray dog and kill it dead, freeing the village from its claws. Sanguis never trusted the doctors, maybe it was their air of self-righteousness, maybe it was the way they viewed the people of the village as things to be saved, infantalizing them. Whatever the reason, Sanguis often found himself stalking their tent, a makeshift lab set in the centre of town.

It wasn't long till the villagers entered the tent, one by one. Sanguis could see their false machinery, he could also see through their lies and false promises of saving these people. He didn't stop them however, these villagers were beneath him, they deserved this fate if they could be moved but such falsehoods. All the doctors were doing was siphoning blood, no cure, no remedy, they were just draining them of their blood. The doctors left overnight, all their stuff packed up and gone, like they were never there to begin with.

Sanguis followed the doctors, he stayed up as they talked about their plans. He knew what they were up too. The doctors travveled for days, setting up camp occasionaly, Sanguis survived on the food he stole from his brother and sister mouths, their were inconsequntial, they didn't need it. The doctors moved once again, beforing approaching a dark and gloomy chapel. A flag with a unknown symbol flew in the wind. Sanguis followed the doctors inside. The chapel was small, maybe one used by a small village, not to different from his, however, the floor was gone, in its place a large staircase that spirals underground. Gold plated halls, and lush red carpets covered this secret area.

He watched as the doctors poured the blood into a pool, one that housed a red sparkling orb. The spark of chaos. The doctors chanted with other hooded figures, they praised it. Sanguis stood beside them, they saw him there. No reaction was given, as Sanguis too, was praying. In that moment he knew he found his purpose, the red spark filled him with curiousity.

The leader of the cult, St. Jamus, like Sanguis, he liked his vitriol. Sanguis was taught their methods, he learned their culture. He immersed himself into their lifestyle and became of of their most powerful members, being able to harness blood magic. Sanguis was still laughing like he did before, he did not care for these people, he did not care for St. Jamus, he merely wanted the sparks power for himself, and one day, when the time is right he will seize it. These people were merely a means to an end.

"I hate people like you, you blame your mistakes on everything but yourself. You refuse to admit to the useless scum you are"

"Kneel before the Paragon of Chaos"

"Foul blood, from a foul specimen"

BLOOD SPOTS

Blood Spots are Sanguis' unique mechanic, certain special moves and command normals are affected by this. Using a Bloodlet Move without a spot takes 500~ HP from sanguis.

Sanguis has two types of special moves, Draining & Bloodfull. Draining is marked as (D), Bloodlet is marked as (B)

Draining Moves gives Sanguis a Blood Spot, which are displayed under his health.

Bloodfull Moves will reduces Sanguis' health if performed, unless he has a blood spot, in which case that will be consumed instead.

Move list – Move Info

THROWS	INPUTS
Throat Slash	(L) + (H) (forward)
One Above All	(L) + (H) (backward)
SPECIALS	INPUTS
Blood Let (D)	2,3,6 + (L)
Haemoglobin Slash (B)	2,3,6 + (O)
Double Drain (B)	2,3,6 + (H)
Blood Ball (B)	2,3,6 + (M)
Bloodport (B)	2,1,4 + (L) (M) (H)
Blood Hallows (B)	2, 2 + (L) (M) (H)

Altar of Worship (D)	
2,8 +	O
COMMAND NORMALS	INPUTS
METEOR ORB (B)	
3 +	O
BACKHAND SLASH (D)	
4 or 6 +	M
SUPERS	INPUTS
ADORATE!	
2,3,6,2,3,6 +	H
RED VENTIS	
2,1,4,2,1,4 +	O
ADORATE SANGUINEM IMBRIBUS	
2,3,6,2,3,6 +	O

Throat Slash – GRAB an opponent in front of you, slashing their throat, before throwing them away.

One Above All – GRAB an opponent in front of you, tripping them up and kicking them away, Sanguis laughs whilst perfroming this move.

Blood Let (D) – When in range, steal some of the opponents blood, earning a blood spot. This move does no damage and can be blocked, use it when the opponent is knocked down, or other vunerable states.

Full Screen

- Grab Range   - Blood Let Range
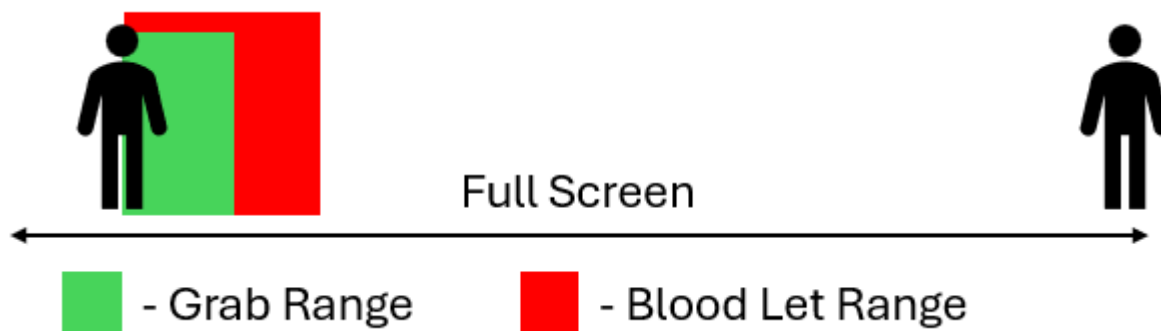
Haemoglobin Slash (B) – Allows Sanguis to quickly dash towards the opponent, travelling little over half a full screen. It allows him to cut through projectiles. It uses a blood spot. It is very fast and leaves Sanguis plus on block. This move is the a good entrance into his strong pressure tools.

Haemoglobin Slash

Full Screen
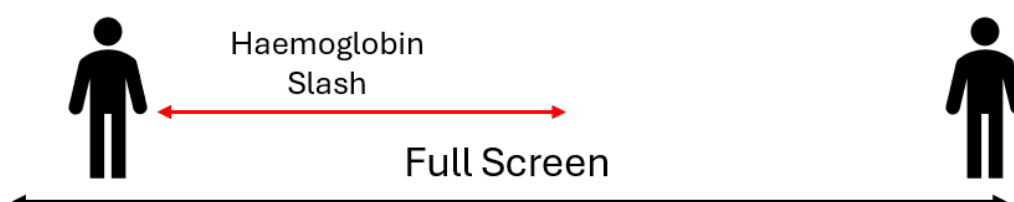
Double Drain (B) – A great pressure and mixup tool avaliable in Sanguis' arsenal. It features with Sanguis short-hopping and attacking quickly, before landing and doing it again. If the button is held, Sanguis does not attack, this allows for a mix-up if the player is slow to react.

Double Drain

Double Drain if button is held
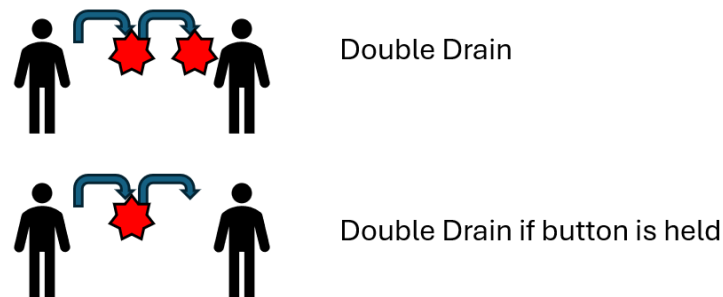
Blood Ball (B) – A slow moving projectile, that takes up a decent portion of the screen. It can be blown up with other projectiles, if the projectile hits, it launches the opponent up.

Projectile moves at 5 units
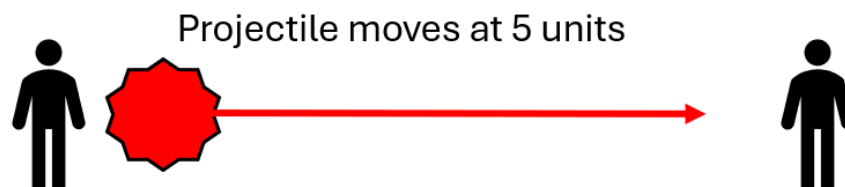
Bloodport (B) – Allows Sanguis to teleport to certain areas, depending on the button pressed. Light teleports him infront of the opponent, Medium teleports him behind, and heavy teleports him diagonally upwards towards to opponent.

Blood Hallows (B) – Blood hallows does the same thing, no matter what type of button is pressed. It is a sweeping strike above him, creating a very unique anti-air.

Altar of Worship (D) – Sanguis creates a statue of St Jamus, which if the opponent stays in its area of effectiveness for 2 seconds, it gives him a blood spot

- Statue

- Area of effectiveness
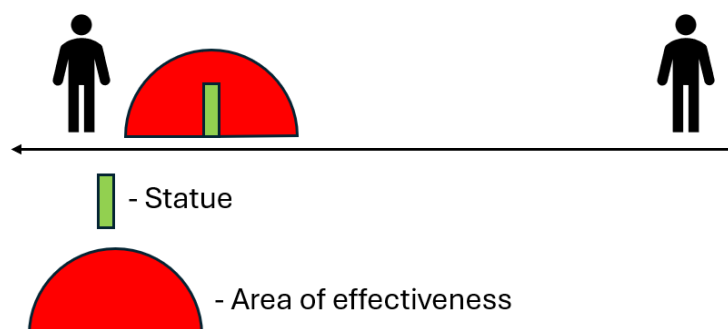
Adorate – Adorate is a level one super, in which Sanguis unleashes a flurry of slashes. This is mainly used as a combo ender to give them more damage

Red Ventis – This super makes Sanguis fully invincible, mainly being used as a get off me tool, it doesn't do too much damage however, in comparison to Adorate.

Adorate Sanguinem Imbribus – This is Sanguis' big damage super moves, where he dashes forward and if the opponent gets hit by it, they are transported to a cinematic cutscene where Sanguis takes them under the church and unleashes a swarm of slashes. This move also gives him two blood spots.

Zola

(THIS IS NOT MY ART; THIS IS JUST TO SHOW THE CHARACTER TO SOME DEGREE. MADE ON PICCREW. LINK)

Overview

Zola is one of the most revered and talented fighters in all of Aetherium, so much so, he is regularly tasked with guarding the Aether Spark itself. Despite this reputation, Zola is still the upbeat, positive guy he has always been. Zola specialises in Command grabs, and can boost his power by charing his Drive Level!

GOALS

- To create a sparker with that has multiple command grabs, allowing them to break through many opponents guard.
- To create a character that can turn the tables quickly, using his Drive Level Mechanic.
- To explore add more to Aetherium, and the broad cast of characters that inhabit the main region of the world.

USER WANTS

- As a player I like to be able to deal huge when I time my moves correctly.
- As a player who maybe struggles with offense, I like to be able to fall back on a ever-looming command grab.
- As a player who uses other command-grab style characters in other fighting games, its nice to have a character that im already familliar with.
- I dont usually like command grab characters, but his Drive Level give him some uniqueness.

DETAILS

Name: Zola Prince

Region: West Aetherium originally from North Aetherium

Role: All-or-nothing command grab character, that can break through unprepared defence.

Strategy: Zola needs to get in order to win, using his far moving command normals, in conjunction with his command grab can turn the tides of any match. Zola's Drive Level is built over the course of the game, allowing him to do more damage.

Health: 11,000

Walk Speed: 5

Run Speed: 10

Ideal Spark: Study Spark

Age: 33

Difficulty & Character Type: 3/5 - Power

PERSONALITY & BACKSTORY

Zola was one of the first volunteers in an underground experimental research project. Struggling for money at the time, Zola thought it'll be a quick paycheck, he was wrong. The project was looking at how to fuse the power of the Aether Spark, within a human being, allowing them to become, stronger, faster and more durable. He walked into the goverment building expecting to see alot of other test subjects, instead it was just him and a mysterious looking figure.

The figure turned around, revealing a very sophisticated man. He explained that he was the creator of this project, and he was glad to finally meet his chosen test subject. *Chosen?.* This remark confused Zola, had he been picked out for this? The Man explains he was picked out of a selection of candidates. With he worries somewhat dispursed, he continued with the experiment,

Zola entered the chamber and laid on the table, the clamps locking him in place. The table then omved out of the inital test room, slowly rising upwards. A blue streak of light crossed his view, and he saw it. The Aether spark flashing and pulsing at random intervals. It looked unstable. The main thing running through Zola's mind was how he was one of the only people to see the spark in real life. He looked at the spark with geniune wonder.

The Man's voiced bellowed through the speaker, telling Zola the experiment will now begin. A robotic arm swung out from the celing, grasping a part of the spark. It whirred around, now moving towards Zola. He could feel it's energy and heat as it approached him. Darkness. Zola can't even recall the feeling of the spark hitting his chest.

He awoke connected to a machine, his chest had a sort of engine inside of it, with blue lights flowing around his body. The Man's experiement was a success, and he know wanted to know just how strong this new weapon was.

Zola flew through these challenges passing them all with flying colours, his emotions seemed to charge the spark inside him more allowing him to reach new heights of strength. The spark inside him connected him to the main body of the Aether Spark, he felt a connection to it because of this, often becoe its protector in times of need.

QUOTES

"C'mon, I can't go down like this!"

"The spark is fuelling something insde me, something *stronger*"

"You won't like me when I'm mad!"

DRIVE LEVEL

Upon doing his level 1 super "Fuel Up" his drive meter goes up one level, up to a maximum of 5. This makes all his command grabs do more damage, but also makes him take slightly more damage.

These levels stay inbetween rounds, but reset and the end of a game.

Move List – Move Info

THROWS	INPUTS
Scruff of the Neck	L + H (forward)
Over shoulder Toss	L + H (backward)
SPECIALS	INPUTS
Super Slam	6,3,2,1,4+ M H
Sparking Smash	2,3,6 + O
Aether Bomb	2,1,4 + O
Leg Toss	6,2,3 + L M H
COMMAND NORMAL	INPUT
KNEE DRIVE	3 + H
MACHINE PUNCH	4 + M
SUPERS	INPUTS
ULTRA SUPER SLAM	2,1,4,7,8,9,6,3+ O
DRIVE CHARGE	6,2,3,6,2,3 + O

Scruff of the Neck – THROW – Toss the opponent away from you.

Over shoulder Toss – THROW – Throw the oppponent over your shoulder, and chuck them away form you.

Super Suplex – COMMAND GRAB – Can be canceled out of normal moves, extends a tiny bit further than a normal throw, and deals more damage depending on the drive level.

Sparking Smash – Clap your hands together, destroying projectiles and leaves you plus on block. Area of effect increased with drive level.

Aether Bomb – COMMAND GRAB – Jump diagonally in the air, and grab an enemy, pulling them into into the ground.Deals more damage depending on the drive level.

Leg Toss – COMMAND GRAB – His most powerful grab that only works on crouching opponents. Increasing your drive level makes the move fill up your spark meter faster.

Knee Drive – Lunge forward with your knee, allowing you to get in close

Machine Punch – Quickly hit twice, allowing you to increase your pressure

ULTRA SUPER SLAM – COMMAND GRAB - Deal devastating damage using 3 bars of meter. Deal more damage depedning on your drive level.

DRIVE CHARGE – Deal a small burst of damage to enemies nearby increasing your drive level by 1.

DRIVE – Increasing his drive lets all his command grabs do more damage. Level 1 and 2 Drive slightly reduces damage taken. You unlock Knee Drive at level 2 and machine punch at level 3. Level 5 drive increases his movement speed a little.

O'Donnell

(THIS IS NOT MY ART; THIS IS JUST TO SHOW THE CHARACTER TO SOME DEGREE. MADE ON PICCREW. LINK)

Overview

O'Donnell is from the magical continent of the world, a witch in training who isn't quite used to her spells yet. She is short of statue, being the same size as her staff. She has untapped potential, which her teachers wish to unleash. O'donnel is a poking/brawler style of character, ehre you need to be able to react to situations fats to get the most out of her.

GOALS

- To create a sparker that is simple to understand, to allow for new players to thrive
- To create a character that has an element of randomenss, to allow for player who think on their feet to shine.
- To explore the magical region of the world, and the inhabitants within.

USER WANTS

- As a new player I want to use a well-rounded character with a simple kit.
- As a player who loves to react quickly, this character will keep me on my toes
- I enjoy a character with a low-skill floor and a high skill celing

DETAILS

Name: Fia O'Donnell

Region: Braeh

Role: All rounder character, with an emphasis on projectiles. O'donnel's element will change upon use of certain special moves, giving them unique properties.

Strategy: O'donnel will need to keep track of her rotating element wheel and plan her attacks accordingly. If managed well it can create more options than most characters, allowing for her to take the lead.

Health: 9.000

Walk Speed: 5.6

Run Speed: 14

Ideal Spark: Magical Spark

Age: 16

Difficulty & Character Type: 1/5 - Balanced

PERSONALITY & BACKSTORY

Fia is the culmination of two of the most powerful magical families. The O'Donnell's and The Quinn's were the two most revered names in Braeh, bosting some of the most impressive and destructive magical powers seen this generation. The youngest son of the O'Donnell's married the only daughter of the Quinns, after months of hiding from their parents.

When Fia was born expectations for her magical abilities were unheard of. Rumours of her casting spells at the age of only 3 spread around the continent like wildfire. These rumours, however, were false. Fia, for the first 13 years of her life showed no magical proficiency or prowess, much to the dismay of her family.

She spent most of her childhood inside of their lavish home grounds, the families didn't want people to see this powerless child that was supposed to the strongest witch in history. They hoped and prayed that maybe some sign will appear, some form of magic.

On Fia's 15th birthday the home grounds of which her parents lived was burnt to the ground. The cause? Fia, and her uncontrollable magical might, turned the city house to ashes and dust. Her parents survived, using their powers, and were overjoyed to see Fia's talent, even at the cost of their expensive home.

Fia's grandmother taught her basic magic. During this process another problem occurred, Fia, wasn't very good at it. She was shy and timid, resulting in her magic being very inconsistent, resulting in a weak witch. She still trains with her grandmother today; she has control over the four elements but still cannot control which spell is cast when she attempts to do so.

QUOTES

"Fireball! Err.... I mean Thunderstike!

"I can do it! I just need to concentrate"

"Don't underestimate me just because I'm small!"

ELEMENTAL WHEEL

O'donnell after casting certain special moves will comsume her spell token, which consists of an element. After using this token, a new one will generate, which can consist of three elements. Fire, Water and Lightning. There is a equal 33.33% chance of getting any of them upon match start, or consuming one.

Each element will affect certain special moves, causing different results and different mvoes to appear. (F) = Fire (W) = Water (L) = Lightning
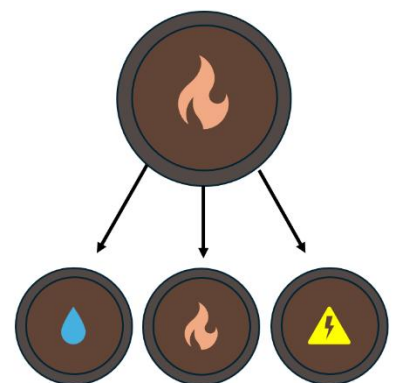
Move List – Move Info

THROWS	INPUTS
Tripping Fall	(L) + (H) (forward)
Staff Fling	(L) + (H) (backward)
SPECIALS	**INPUTS**
Elemental Cast	2,3,6+ (L) (M) (H)
Elemental Consume	2,1,4 + (O)
Staff Swing	2,1,4 + (L) (M) (H)
Witch Ride	2,3,6 + (O)
COMMAND NORMAL	**INPUT**
STAFF SMASH	3 + (O)
SKYWARD STRIKE	2 + (M)
SUPERS	**INPUTS**
ICE STORM	2,3,6,2,3,6+ (O)
ELEMENTAL SURGE	2,1,4,2,1,4 + (O)

Tripping Fall – THROW – O'Donnell trips up and pushes over the opponent, sending them away from her.

Staff Fling – THROW – O'Donnell wacks the opponents with their staff, sending them away in the opposite direction.

Elemental Cast – The moves properties change depending on the elemental token held.

Elemental Cast (F) – O'Donnell shoots out a fireball, which travels quickly and explodes upon contact. If the fireball hits an opponent, it pops them upwards for a follow up. It moves at 10 units per second.
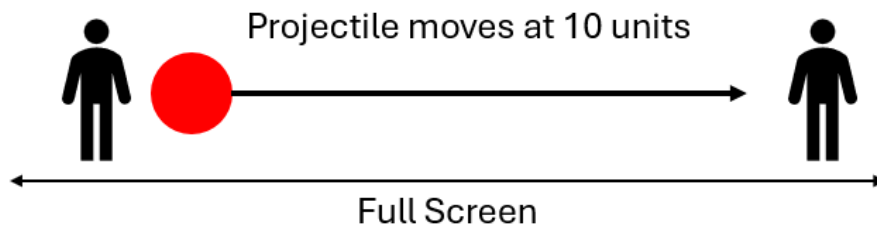
Elemental Cast (W) – O'Donnell shoots out a low wave of water, which hits low, catching standing blocking players. It does not travel full screen.
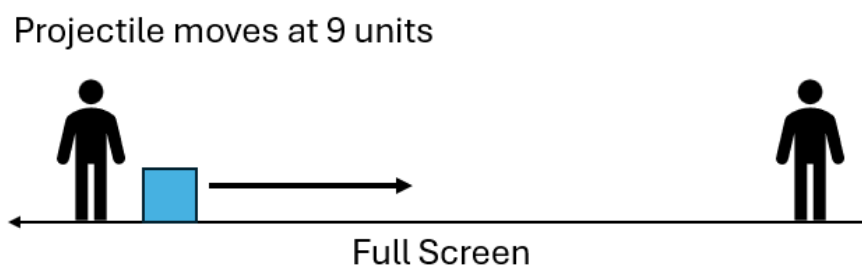
Elemental Cast (L) – O'Donnell summons a bolt of lightning which tracks the opponent player before holding for a short time then shooting a bolt down towards them.

Elemental Consume – O'Donnell discard the current spell token, and draws another. This has a small area of damage.
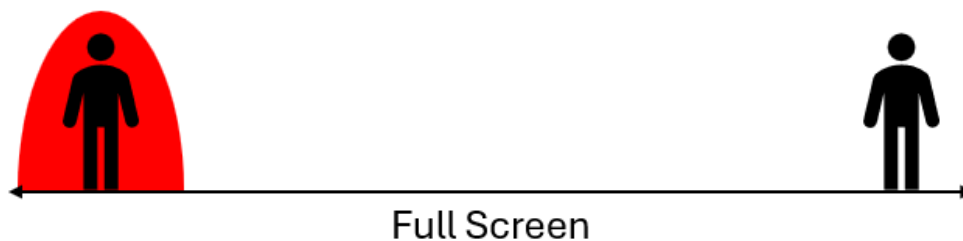
Staff Swing – O'Donnell swings her staff around, causing damage over mulitple hits. The light verison is the quickest and weakest. The heavy version is the slowest and the most damaging, it also causes O'Donnell to rise into the air. The Medium version, is inbetween these two, without the aerial rise.

Witch Ride – O'Donnell sits on her staff, rising quickly in a diagonal direction. This also makes her move quicker

Moves at 17 Units

Full Screen
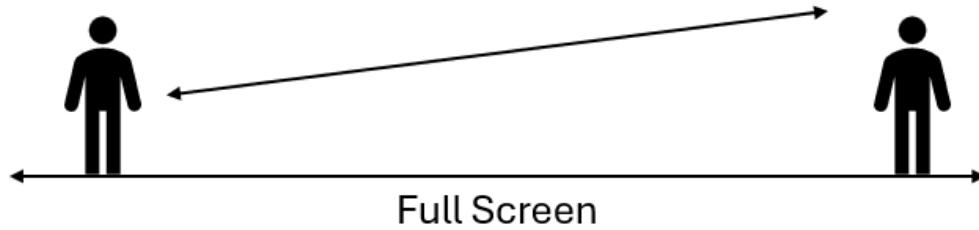
Staff Smash – O'Donnell jumps and slams swings her staff, this is an overhead and can be used to catch low blocking opponent.

Skyward Strike – O'Donnell thursts her staff upwards dealing damage directly above her,

ICE STORM – Shoot a swarm of projectiles by using one bar of super meter. This move is good at beating other projecitles, or punishing a long recovery move.

Full Screen
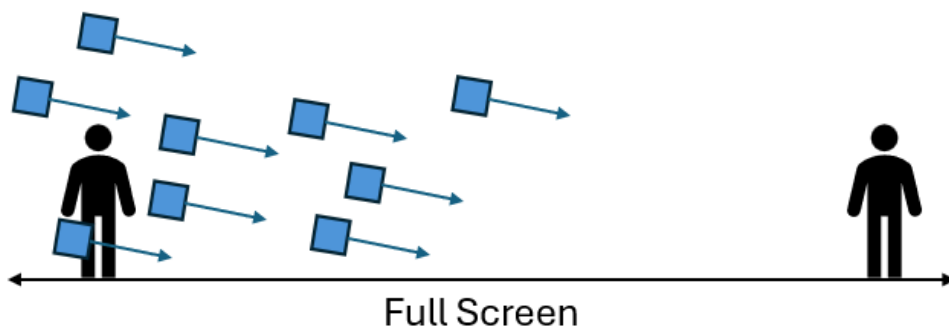
ELEMENTAL SURGE – A cinematic attack, where O'Donnell Barrages the opponent with all the elements.

Aeon

Overview

Aeon is the worlds most effective hitman, he was born in rasied in the forgotten underbelly of Aetherium. His assassination technique is unknown and his identity is a complete mystery to the police. The only thing they've ever found out about him is an old contact, who called him Aeon. Aeon is a huge setplay and setup character, needing to think ahead to make full use of his tools. He also has his handmade AI companion Vero she lives wihtin his eyepatch and helps him with all tasks.

GOALS

- To create a sparker that allows for complete player expression
- To create a character that has the most complex and unique mechanic yet.
- To explore the darker side of the the main hub of the world Aethrium

USER WANTS

- As a experienced player I want to see somehting new from a character
- I enjoy spending time labbing out and testing options with complex characters
- I enjoy a character how is very imposing in the story, and does not align with any other chraacter sin the story.

DETAILS

Name: Dominic Fogwell (Aeon)

Region: Scrap City, Aetherium

Role: Unique and niche character, who has the ability to perform attacks but hold the effect allowing the damage to occur later, on his terms.

Strategy: Aeon can set up moves and traps which are stored in his temporal booster, allowing him to release them at any time, allowing him to set up chain reactions of his moves, or set up a trap in which he can turn the tables on his opponent.

Health: 10,00

Walk Speed: 6

Run Speed: 15.4

Ideal Spark: Chaos Spark

Age: 30

Difficulty & Character Type: 5/5 - Unique

PERSONALITY & BACKSTORY

Dominic was raised in the poor, impoverished city, known as scrap city. The people here live off the scraps of the old machinery which has no further ruse in Aetherium, they use these remnants and deconstruct them into new technology.

Dominic's sister Vero helped their family survive by using her intellect with machines and creating things to help the citizens of scrap city thrive. Scrap city is in a constant state on political turmoil, the citizens hate the way Aetherium treats them, and, during Dominic's youth, the small city would try and send to spread awareness of the situation by hijacking Aetherium Radio and cause small-scale terrorist attacks.

Aetherium would not take these threats lightly and swiftly sent a whole team of enforcers to deal with this threat. The enforcers and the terrorists of scrap city exchanged fire for hours, Dominic was at his job, loosing bolts of old Aetherium tech. He sat and prayed for his live, having played no part in these affairs, he thought it unfair that he was now at risk.

The shooting would soon stop, and Dominic would return home, his parents were in tears, the worst thing possible had happened. His sister had been caught in the crossfire and killed.

As Dominic was cleaning out her garage, where she would make her new machines, he spotted something that looked like no other. It was a Temporal Booster, a big handbook lay next to it, it was written like his sister, it reminded him of her. The temporal booster could send things forward in time, like food and tools.

She dreamed off all the good it could do, however, Dominic had other ideas with it. He hard-wired it to his favourite revolver, allowing him to send bullets into the future. He knew that the enforcers will be back, he knew they were coming in two days, he could stop them. He shot 6 bullets into the middle of the town square. No impact was heard, no bullet could be seen. He had set the booster for two days' time at midday, when their raid would begin. He waited calmly until that day arrived

BANG! BANG! 6 shots rang out, killing 4 of the enforcers came to raid the place. Scrap city was soon flooded with armed guards, Aetherium capturing the territory, so they could keep closer eye on it. But they never found the person responsible for killing the 4 guards, in fact, since that moment, more and more untraceable assassinations have been cropping up, all investigations are fruitless, all the police know is a name. Aeon

Aeon spent the money from these killings to make a propriety artificial intelligence, one that has been fed all information on his sister. He keeps it inside his eyepatch, allowing him to talk to her whenever he needs, to act as if she's still alive.

QUOTES

"Velo... read the guys vitals, the third one from the left... "

"TEMPORAL SHIFT! FULL POWER!!!"

"Hey Velo, lets turn this guy into scrap"

TEMPORAL BOOSTER
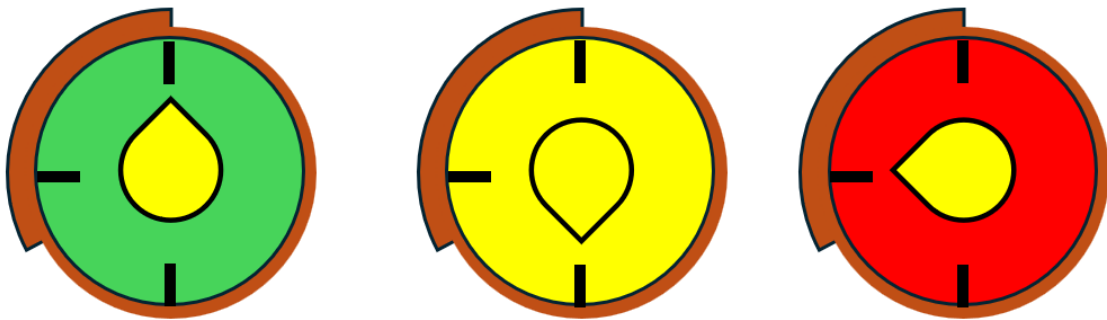
Aeon has certain moves that are stored within his Temproal Booster, he can store up to two moves inside of his booster, this will set the booster to the half way mark for one move, or the three qaurter mark for two. The booster will then countdown, unleash the move once it counts down. The timer takes 10 seconds to activate at the half way mark, and 15 to activate at three qaurters.

When Aeon gets hit, his temporal booster goes back and increases the time for the moves to come out.

Move List – Move Info

THROWS	INPUTS
Temporal Twist	L + H (forward)
Vero Assist	L + H (backward)
SPECIALS	INPUTS
Temporal Bullet	2,3,6+ L M H
Blinking Backstep	2,1,4 + O
Temporal Knife	2,1,4 + L M

Rising Slash	2,1,4 + (H)
Bullet Rain	2,2 + (O)
Reload	2,2 + (L)(M)(H)
Temporal Phase	2,3,6 + (O)

COMMAND NORMAL	INPUT
WALKING KICK	3 + (H)
ARM CANNON	4 + (H)

SUPERS	INPUTS
VERO UNLEASHED	2,3,6,2,3,6+ (O)
SURPRISE EXPLOSIVE	2,1,4,2,1,4 + (O)
TEMPORAL RESET	2,3,6,2,3,6 + (H)

Temporal Twist – THROW – Push the opponent through a temporal portal, they appear a moment later, being flung away from the player.

Vero Assist – THROW – Vero materialises and throws the opponent behind the player.

Temporal Bullet – Aeon shoots his gun, the light version and medium version shoot at different speeds, whilst the heavy version shoots upwards at an angle. This move is held by the tmeporal booster. If the opponent is hit by two bullets in one combo, they bounce off the wall, allowing for follow ups. These all consume 1 ammo

Full Screen
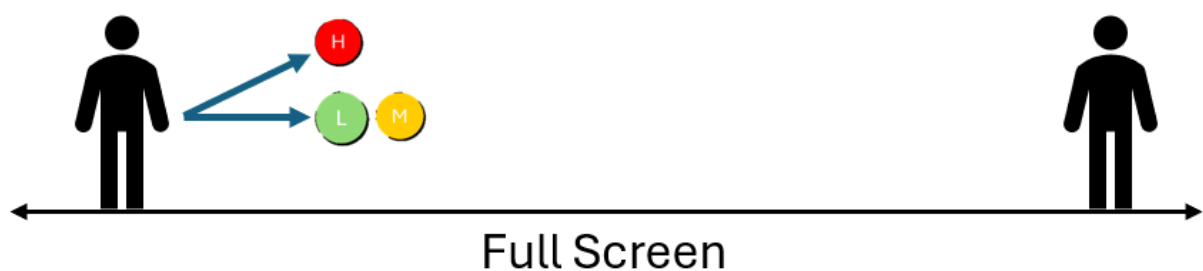
Blinking Backstep – Aeon warps backwards, with invicibilty once he starts warping. This is good to bait opponents into attacking.

20f to 1.8 unit
Full Screen
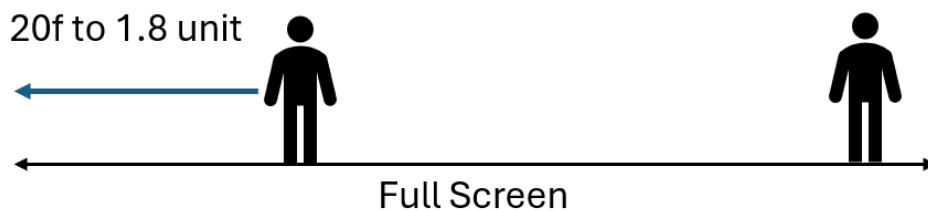
Temporal Knife – Aeon throws a knife at the floor, leaving Aeon plus on block. This is great for starting his pressure. The light version is just thrown staright at their feet. The medium version is held within the temporal booster.

Full Screen

Rising Slash – An uppercut motion where Aeon rises into the air, and slashs in an upwards motion. This move gives him upper body invicibilty, making it a useful anti-air. You can also use Temporal Knife after this move to create pressure or continue a combo.

Bullet Rain – Aeon shoots upwards and stores the bullets inisde his temporal booster. They later rain back dwon infornt of him, causing alot of hitstun, this makes for a great pressure tool/trap/combo extender. The amount of hits caused depends on the amount of ammo

Inputting the move

After temporal
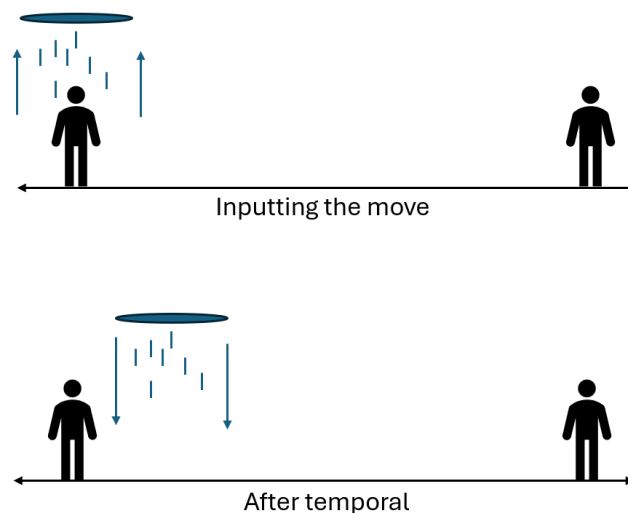
Reload – Aeon reloads his gun, one bullet at a time. He cna hold up to a max of three. Temproal shot consumes one, whilst bullet rain consumes all avaliable ammo.

Temporal Phase – Aeon phases and becomes non-collideable, and immune to all attacks, except grabs, the last for a moment, and causes his temproal booster to stop momentarily.

WALKING KICK – Aeon takes a step and sweeps the opponents leg, this move hits low but has quite a long wind-up.

ARM CANNON – Aeon uses his arm cannon to blast a huge wave of energy, **this move can only be used after blink backstep**, the moves causes almost no push block. This move is great to punish whiffed attacks

After Backstep
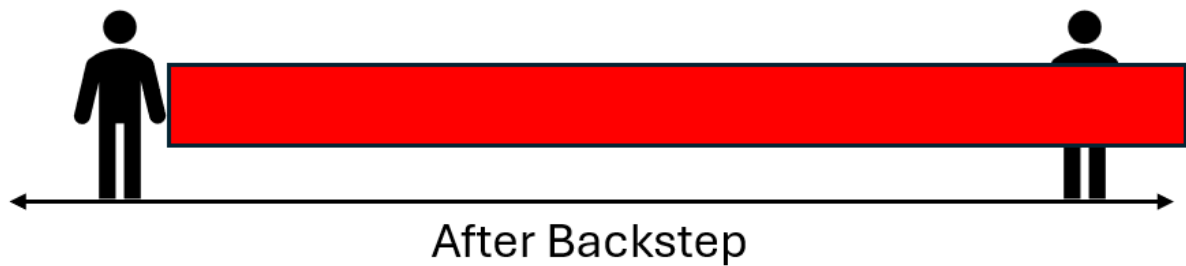
Vero Unleashed – A level 3 super move that cuts to a cinematic if it hits. Vero will connect to Aeon's gun and unleash a volley of bullets that hit over and over again, because of the temporal booster.

Surpise Explosive – A level 1 super that causes fully immunity and can be used to get the opponent off you. Aeon dentonates an explosive inside his coat.

Temporal Reset – A level 1 that causes your temporal booster to activate instantly, this ove has no start up and no end lag.

Deirdre & Hector

@kristinaagatha1
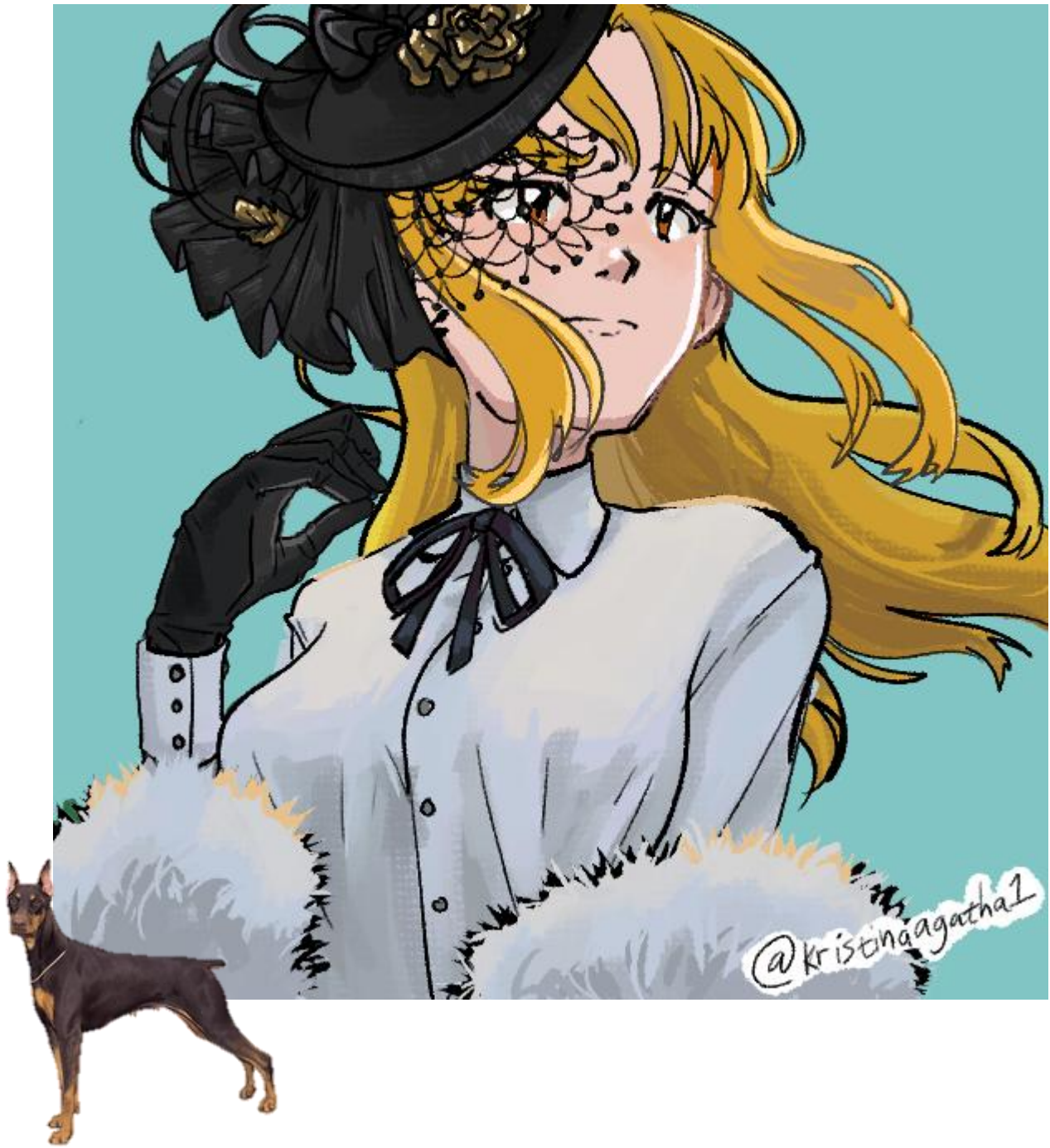
Overview

Deirdre is an aristocrat from the Braeh reigion, she is accompanied by her loyal dobermann, Hector. Deirdre ha slived in Braeh for a long time and is very wise about the continent and its inhabitants. She is a good person deep down, but likes to keep up a wall of bluntness her image as a wise and harsh woman. She acts as a unique duo fighter, where either her or the dog can use moves, the player controls both of the at the same time.

GOALS

- To create a sparker that consists of multiple entites
- To create a character that is older than the rest of the cast
- To add an animal character to the roster

USER WANTS

- I enjoy playing characters with unique neutral and pressure tools
- I like dogs
- I enjoy playing as an unsual character, that I cannot play as in other games

DETAILS

Name: Deirdre Smith & Hector, the Doberman

Region: Braeh

Role: Close range brawler, who uses their unique mix-up and pressure tools, to create an overwhelming offense.

Strategy: Deirdre wants to always be on top of their opponent, she can use the move Let Loose, which allows her to lock down the opponent using her dog, and depending o the version of the move she uses, she will be able to use different moves, meaning the player must pay attention and make sure they know which version was used. If Deirde needs to regain her pressure, she can use Un-Collar and allow for Hector to close the gap quickly, while Deirdre follows.

Health: 9,500

Walk Speed: 5.4

Run Speed: 16

Ideal Spark: Chaos Spark / Magic Spark

Age: 66

Difficulty & Character Type: 3/5 - Rushdown

PERSONALITY & BACKSTORY

Deirdre is one of the most popular and revered aristocrats in Braeh, she has a cold personality, but deep underneath this hard shell, she does truly care for people and what is best for them. She has watched the region of Braeh from its infancy and wants to make sure it thrives long after she is gone.

She is a big fan of dogs, always having one with her, her trusty Doberman Hector is her favourite, but don't tell her other dogs that. She is a big endorser of O'Donnell despite her lacklustre results.

Not much is known about her past.

QUOTES

"Hector honey! Get away form there!"

"I'm not interested in this lowly gossip"

"Another low-life trying to fight me?"

Move List – Move Info

THROWS	INPUTS
Twirling Toss	L + H (forward)
Chain Twist	L + H (backward)
SPECIALS	INPUTS
Let Loose	2,3,6+ L M H
Unchained	2,3,6 + O
Maul	6,3,2,1,4 + O
Umbrella Block	2,2 + H
Yank	2,1,4 + L
Woof 'N Tear	2,3,6 + L M

SUPERS	INPUTS
UMBRELLA SMASH!	2,3,6,2,3,6+ (O)
FETCH BOY!	2,1,4,2,1,4 + (O)

Twirling Toss – GRAB – Deirdre does a dance move with the opponent before sending them spinning away from her.

Chain Twist – GRAB – Hector runs around the opponent wrapping them up in chains, before Deirdre spins them away in the opposite direction.

Let Loose – This is Deirdre's main pressure tool, the L, M and H version all have a different number of hit and have different properties. The L is a single hit where hector sweeps inwards and bites, this move leaves Deirdre's plus on block. The M Version follows with hector jumping up and scratching dragging Deirdre with him, this move leaves her in the air, allowing for a cheeky overhead. The Heavy version ends with Hector whipping his chain at the opponent, which send Deirdre to the other side of the opponent, this does leave her open but if the opponent isn't paying attention can lead to a grab or Deirdre simply using the move again.

Let Loose
L M H
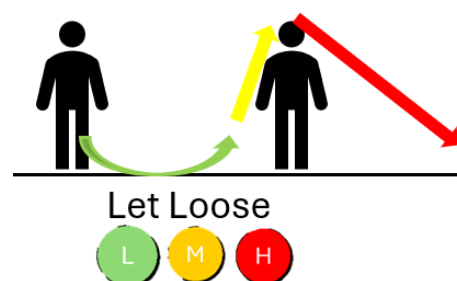
Unchained – Deirdre uncollars hector, letting him run forward. Inputting L, M, H causes Hector to do different things, L makes him bite as he runs, dealing damage. M makes him Slide low, this move doesn't hit low, but it increases his speed as he slides, allowing you to catch the opponent off guard. He can also low profile some projectiles. H Cause him to run back to Deirdre. This move can be used to regain some pressure or to combat zoners.

Maul – A command grab where Hector drags the opponent to the floor. Used in mixups as this move cannot be blocked.

Umbrella Block – Deirdre pulls out her umbrella for a short moment, if a projectile this the umbrella it is stashed inside. Using the move again will unleash the projectile back.

YANK! – Hector turns heel, and fires Deirdre away from the opponent, this can be used to bait out moves and used in her pressure to bait out moves. **This move can be used to cancel Let Loose**

Woof 'N Tear – Hector jumps at the opponent, the L and M change the trajectory. It can be used as an anti-air.

Woof 'N tear
L M H
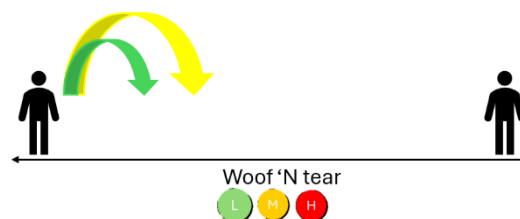
Tahlith – The Sand Serpent

Overview

Tahlith is a once in a generation prodigy in his home village, the sand whispherer. These powers not only to control the sand, and also turn parts of his body into sand. He also has the favour of the snake god Shesha, who allows Tahlith to summon him during battle. Tahlith is a mobile fighter who can likes to keep his distance, with Shesha at his side he can fend off even the strongest opponents.

GOALS

- To create a sparker that is easy to use and fun to play
- To create a character that resides in a new area
- To add a more ranged based character into the game

USER WANTS

- I like to keep my opponents at bay, by using my own mobility and long hitting moves
- I enjoy friendly and kind characters
- I want to use a cool snake god in a fighting game

DETAILS

Name: Tahlith Ullah

Region: Al Ramlia

Role: Long range fighter, who wants to out manoeuvrer their opponent. When they find this range, can unleash strong and surprising attacks.

Strategy: Tahlith can either use his mobility to get the drop on an opponent at the start of a game, or back up and prepare to unleash his ranged offense. By catching his opponent with Snake Tail, you can then combo them for a nice chunk of damage, once you have the lead you want to play a very evasive game, looking for the best chance to strike.

Health: 9,000

Walk Speed: 5.2

Run Speed: 12

Ideal Spark: Chaos Spark / Magic Spark

Age: 18

Difficulty & Character Type: 1/5 - Zoner

PERSONALITY & BACKSTORY

The sand whispers were an ancient tribe of monks, who were able to control and manipulate sand. Tahlith was born to a big political figure in Al Ramila, one who was in communications with Aetherium, securing an exclusive deal for a new undisclosed piece of technology, one that could help the relatively new nation of Al Ramila. Tahlith watched as his father left to secure the deal, travelling in person to Aetherium. He never returned.

He was murdered by an assassin, an assassin with no name and no record. They only went by Aeon. When Tahlith heard an abnormal event happened, a harsh Sandstorm surrounded Aetherium for 3 whole weeks. Tahlith's mother could always see the signs, his father was always apprehensive of acknowledging it, he was a Sand Whisperer.

Tahlith's mother used to tell him the stories of these whisperers, and now she had the obligation and duty to help him with his powers. Tahlith's powers came worryingly easily, he picked it up very quickly, and it wasn't long before all elements of whispering were under his control.

Tahlith spent his training days protecting his village, when one day a weird man shuffled towards him. Tahlith advanced towards him surfing on the sand, "Who are you? What business do you have with these people". The voice that came out from under the hood was one of a sly nature, he sibilated the words "I have been looking for you, sand whisperer, I made a promise to the monks old of, and I'm here to keep it". The cloaked man disappeared, leaving just his grey robes behind. Tahlith was worried, anxious and perplexed all at the same time.

The ground started shaking violently, when a colossal snake head emerges from beneath him. "I AM SHESHA, THE SNAKE SPIRIT" He bellowed. "I AM IN SERVICE TO YOU, BOY. MAY YOU USE THIS POWER TO SEEK PEACE WITHIN THIS WORLD" The snakes' eyes glowed and Tahlith felt a new power within him.

With the ancient art of Whispering and the snake god Sesha at his command, Tahlith was a worth and powerful protector of not only his village, but the entire world.

QUOTES

"You murdered my father! By saving my life we are not equals, you did not just kill a man, you killed an idea of peace, the hope of the people in my village, and that I will never forgive."

"Shesha, ARISE!"

"The sand are guiding me, I must see where they lead"

Move List – Move Info

THROWS	INPUTS
Sesha Slam	L + H (forward)
Sandstorm Spin	L + H (backward)
SPECIALS	**INPUTS**
Sand Spike	2,3,6+ L
Backbone Blade	2,3,6 + M
Whipping Flurry	2,3,6 + H
Snake Stance	2,1,4 + O
Mirage	2,1,4 + L M H
SUPERS	**INPUTS**
PROTECTOR OF THE DESERT	2,3,6,2,3,6+ O
SANDCASTLE SMASH	2,1,4,2,1,4 + O

Sesha Slam – THROW – Sesha grabs the enemy by the foot and throws them away.

Sandstorm Spin – THROW – Tahlith grabs the opponent and summons a sandstorm shooting the user out away from Tahlith

Sand Spike – A quick projectile that goes two thirds of the screen before evaporating. It has quick startup and recovery

Projectile Moves at 20 units

Fullscreen
Sand Spike
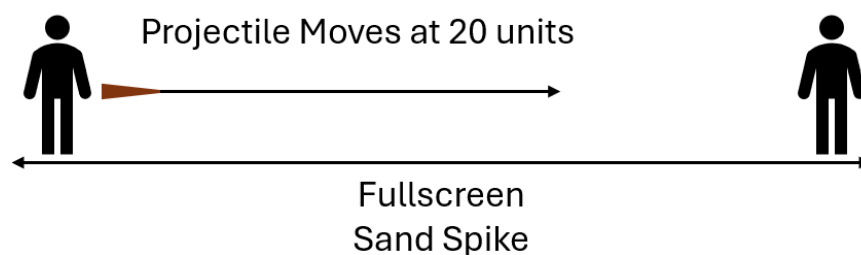
Backbone Blade – A slower projectile that travels along the ground, hitting low.

Projectile Moves at 16 units

Fullscreen
Backbone Blade
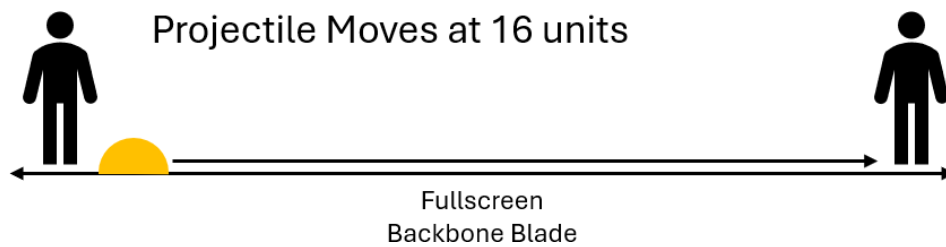
Whipping Flurry – A multi-hitting combo ender, that launches the opponent away. It has a lot of endlag if blocked

Snake Stance – Tahlith stances up, pressing the L button will make Sesha lunge in front of Tahlith towards the enemy. Pressing M makes Sesha rise out of the ground, below the opponent, this is a good combo extender. Pressing H will make Sesha Flick his tail and do an overhead attack, launching the opponent up for a combo, this move takes a while to come out though, as you must go into stance and then press the button.

Fullscreen

L

Fullscreen

M

Fullscreen

H
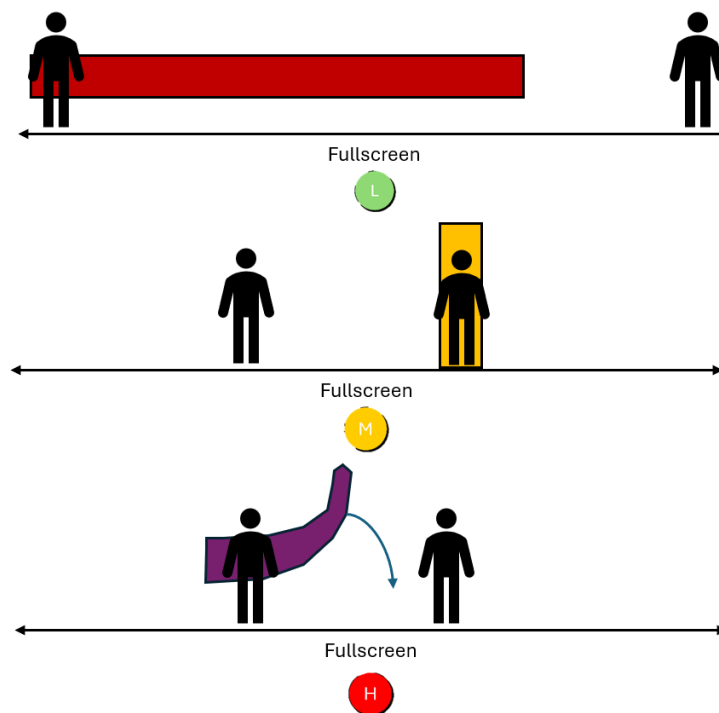
Mirage – Tahlith teleports in a direction based off the version of the move performed. L teleports him forwards, medium teleports him a very short distance behind. And H is a fake out teleport.

H

M

L

Fullscreen
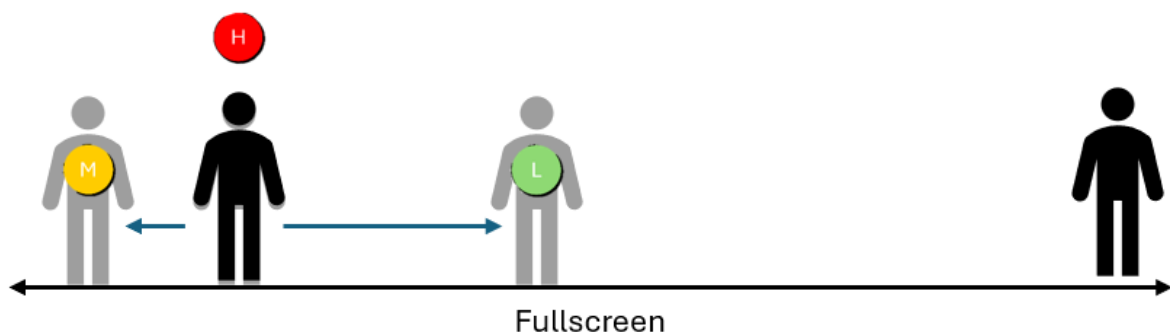
PROTECTOR OF THE DESERT – Level 3 - A cinematic super where Tahlith slides down the back of Sesha, dealing massive damage.

SANDCASTLE SMASH – Level 1 - An invincible wake up super, dealing good damage.

Thinker

Overview

The Thinker is one of a kind concious, thinking undead entity. He is a very tall and lanky humanoid with the ability to speak and understand other human nuances. He is originally from the dark forest, however he now resides in Greenway, where he can hide away much easier. Thinker is a medium range poke and a impossible to stop rushdown character, he can swap between these two playstyles instantly.

GOALS

- To create a sparker that is taller to add some visual variety to the game
- To create a character that can dictate the tempo of a fight and change their playstyle quickly.
- To create a character who would look and animate differently from the rest of the cast

USER WANTS

- I like to play weird characters, who seem to have an endless well of potential
- I enjoy having multiple options at my disposal
- I like to play supernatural / not human characters.

DETAILS

Name: The Thinker

Region: Greenway (formerly Night Forest)

Role: Medium range poke character, who can fling himself into a blistering offense. He can also bounce away, giving him the space he needs to resume poking.

Strategy: Thinker wants to control the tempo of the game to what benefits him, poking when the opponent is near death, or when it's dangerous to be around them. Then rushing in after a whiff/long recovery move, and testing the opponent's offense, which can result in big combos if Thinker breaks through, He has no dash, so using your movement abilities is key to dictating the tempo.

Health: 10,000

Walk Speed: 5.3

Run Speed: N/A

Ideal Spark: Chaos Spark

Age: ???

Difficulty & Character Type: 3/5 - Rushdown

PERSONALITY & BACKSTORY

Thinker awakes in the woods, no memory of his pass life, just aware of one thing, He is dead. Resurrected by some otherworldly power. He was surrounded by his brainless brethren, groaning and foaming at their mouths, and they stunk. He had to leave this place.

He strolled around the dark forest looking for a way out, until he ventured over into the magic region, he saw wonderous sights of manmade building and vehicles. Boats. He couldn't believe his eyes. Sneaking onto one was relatively easy, as no one expected someone to do it. He rode the ship all the way to the centre of the world. Where he found Greenway, a lush land full of other humans, or so he thought.

This world was inhabited by humanoid creature, who were birthed by the sparks. They live in peace on this island. The humans came to trade resources for knowledge about the sparks.

Thinker shuffled and swerved off the boat, his skinny long legs causing him to sway in the wind. These inhabitants didn't bat an eye at him. They accepted him. This is where the thinker would stay, occasionally sneaking back onto the boats to explore other parts of the world.

His mind was his greatest asset, and when he arrived in Aetherium he found so many missing people's letters and other unsolved crimes. His mind could help these people, so he began working in the shadows on the side, silently finding and returning these lost people. Before once again fleeing back to greenway.

QUOTES

"Do... not worry... I c-can... help"

"Boat... What an inter...esting device"

"You do... not want to make me mad..."

Move List – Move Info

THROWS	INPUTS
Grave Digger	(L) + (H) (forward)
Throw (Up)	(L) + (H) (backward)
SPECIALS	INPUTS
Bound	2,3,6 + (L) (M) (H)
Fake Bound	2,3,6 + (O)

Slingshot	2,1,4 + (O)
Headstone	2,1,4 + (L)(M)(H)
Ghoul Bite	6,2,3 + (O)
Roamer	4,1,2,3,6 + (L)(M)(H)
Zombie Backup	2,2 + (O)
COMMAND NORMAL	INPUT
SWEEPING STIRKES	2 + (H)
EXTENDO ARM	6 + (M)
SUPERS	INPUTS
SMOKE BREAK	2,3,6,2,3,6+ (O)
CHILLING EMBRACE	2,1,4,2,1,4 + (O)

GRAVE DIGGER – THROW – Wacks the opponent with a shovel, launching them away.

Throw (Up) – THROW – Throws up on the enemy launching them away

Bound – Thinker bounces back creating distance from the enemy. The Light version (Green) Sends him back one bound, the medium button (Yellow) sends him back 2 bounds. The heavy version (red) bounces him 1 bound, before throwing out a very quick counterattack, to catch opponents trying to follow him.

Fullscreen
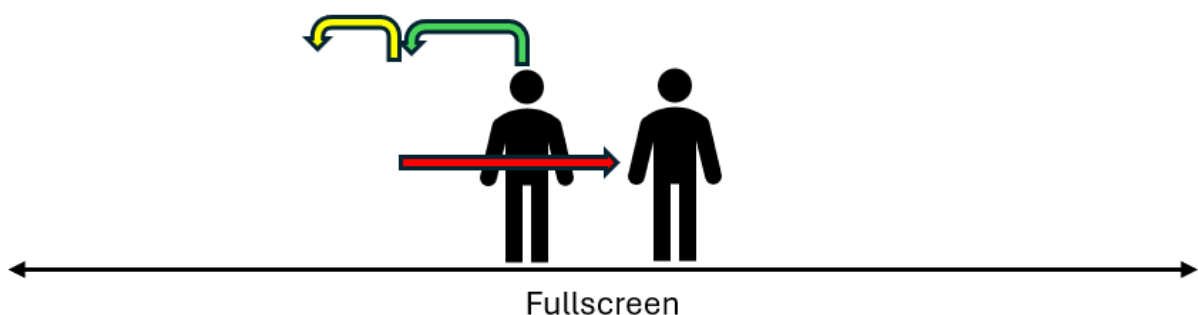
Fake Bound – Bounce 1 bound away before jumping straight back to where you started.

Slingshot – A move that hit twice, and on the second hit pulls thinker towards the enemy. His arms launch forward, and whether it hits or is blocked, the Thinker is pulled towards the enemy. The move has low end lag, allowing for his offense to start.

Slingshot Range

Fullscreen
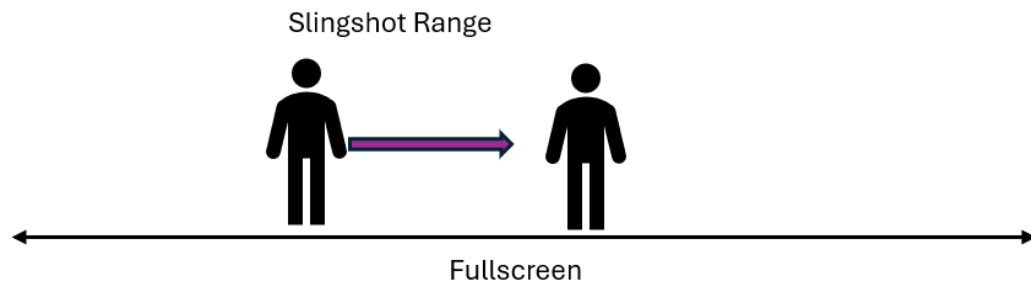
Headstone – Thinker slams his shovel on the ground, creating a tombstone, this move does have a hit box, and should be used at the end of Thinker's pressure strings.

Ghoul Bite – Thinker jumps up and bites the air, this move will fly over grounded players heads. This is an anti-air that can catch jumping players. You can use this move to attack players trying to jump over the tombstone.

Fullscreen
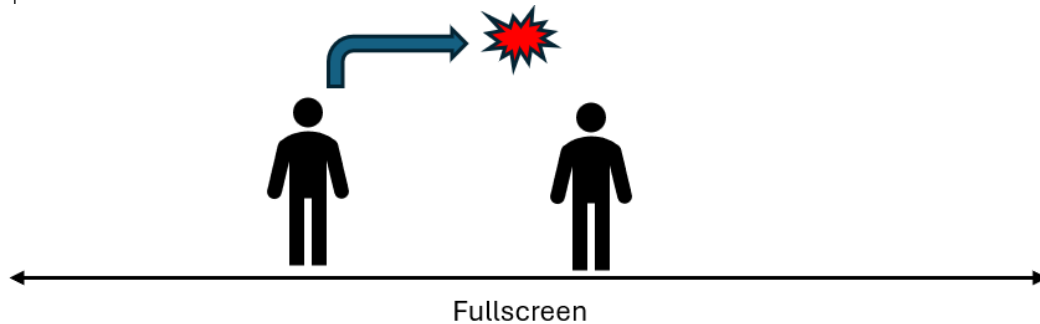
Roamer – Thinker dashes towards the player arms extended and grabs an opponent even if they are blocking. Thinker must travel a short distance in this state before the throw is active. The different buttons do different amounts of damage and have different startup times.

Fullscreen
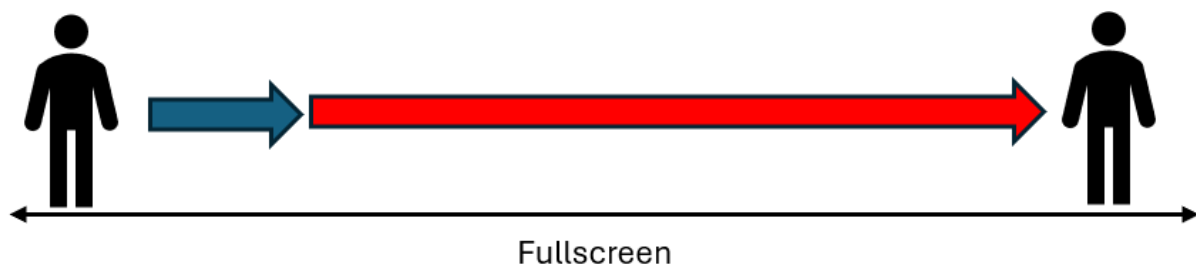
Zombie Backup- Spawns a zombie at the previously created tombstone, that runs towards the enemy, the zombie can be killed if attacked.

- Friendly Zombie

SMOKE BREAK – Level 1 super where he throws his cigarette, which if hits, sets the opponent on fie and deals damage. A combo ender.

Chilling Embrace – Level 3 Command Grab Super. Cinematic grab super that deals a lot of damage.

Nakano

Overview

Nakano is one of the strange mysterious vistors from a distant land, she doesn't say much, but stands tall and imposing. She is very skilled with her blade and is very capable at offense and defense. She acts as the stead-fast silent memeber of the group, often stepping in when things are at their most dire.

GOALS

- To create a sparker has a unique mechanic that makes them think about every move
- To create a character that is a villian and can be used in the plot
- To add a character with a more unique neutral playstyle

USER WANTS

- I like to feel like every move I make is purposefull
- I enjoy menacing and cool characters
- I like samurais

DETAILS

Name: Nakano ???

Region: Far lands

Role: Strong defensive fighter, who can capitalize of opponent mistakes with lighting fast punishes, also very scary on offense with their numerous frame traps.

Strategy: Nakano features a unique Stance meter, meaning her katana will be more precise, faster and more powerful the higher stance she has. She wants to play back. Building her stance, waiting for her opponent to sip up, before unleashing massive damage

Health 10,000

Walk Speed: 5.8

Run Speed: 15

Ideal Spark: Magic Spark / Life Spark

Age: ???

Difficulty & Character Type: 4/5 Balanced

PERSONALITY & BACKSTORY

Not much is known about Nakano. She travelled to The Land Of The Sparks with two more companions, wishing to claim their power.

QUOTES

"Such sloppy swordsmanship"

"Your blood will serve my cause greatly"

"Step aside, do not make me ask again"

STANCE

Stance is a mechanic unique to Nakano, allowing her to charge a meter at the bottom of the screen if she stand still, she does not gain any whilst attacking or in blockstun. Getting hit will lower her stance meter.

Each special move takes a required amount of stamina, and if perfomred without reaching the requirement, the move wil lcome out sluggish. Increasing its startup and removing any combo potential.

Move List – Move Info

THROWS	INPUTS
Osotogari	(L) + (H) (forward)
Harai Goshi	(L) + (H) (backward)
SPECIALS	INPUTS
Iki o Suru (Breathe)	2,2 + (L)
Kōsoku Kiri (Light-Speed Slash)	2,3,6 + (L) (M) (H)
Wairudo fu~yūrī (Wild Fury)	2,1,4 + (O)
Fumitsuke no fukujū (Trampling submission)	2,1,4 + (H)
Kuikkuritorīto (Quick Retreat)	2,1,4 + (M)

Mi hikisū kauntā (Undrawn Counter)	2,1,4 +	(L)	
Raijingutaido (Rising Tide)	6,2,3 +	(L) (M) (H)	
Supākusu (Sparks)	2,3,6 +	(O)	
COMMAND NORMAL	INPUT		
Burēdoresupoke (Bladeless Poke)	6 +	(L)	
SUPERS	INPUTS		
Suiren no ha (Water Lily Blade)	2,3,6,2,3,6+	(O)	
Kirāinsutinkuto (Killer Instinct)	2,1,4,2,1,4 +	(O)	

Osotogari – THROW - A judo throw that launches the opponent ahead of Nakano

Harai Goshi – THROW – A Judo throw that sends the opponent behind Nakano

Iki o Suru – Gives Nakano a small boost to her posture gain, allowing her to continue her offense, this move leaves her open for a short time.

Kōsoku Kiri – Light version, a fast slash that hits a little further than her normal attacks. Medium Version, a fast slash that hits low, but doesn't have as much range as the light version. Heavy Version is a multi-hitting slash that can be used to punish whiffed moves.

Wairudo fu~yūrī – Use all of Nakano's posture meter to unleash a flurry of attacks that hit in all directions. The more stance you have, the longer this move can be used, at full charge it can be done for one and a half second.

Wairudo fu~yūrī
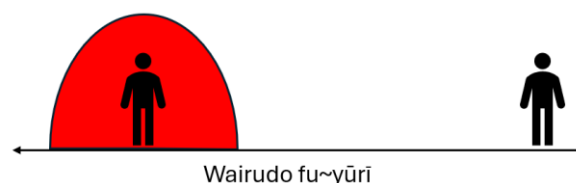
Fumitsuke no fukujū – Nakano stomps forward, swinging her sword as well, advancing towards the opponent. She can press the H button to stomp again, creating a frame trap, meaning the opponent must play patiently against this move. She can only stomp three times. Each stomp uses more stance


Fumitsuke no fukujū
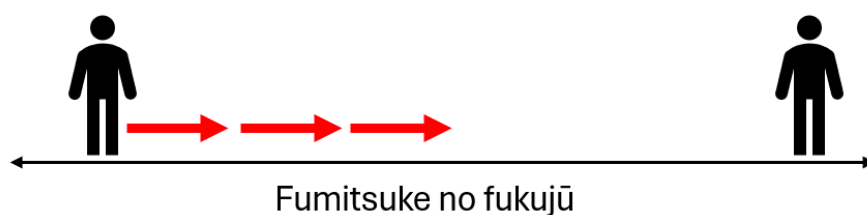
Kuikkuritorīto – A retreating slash that move Nakano away from the opponent and can catch any opponents trying to chase her down. Use a small portion of stance

Fumitsuke no fukujū
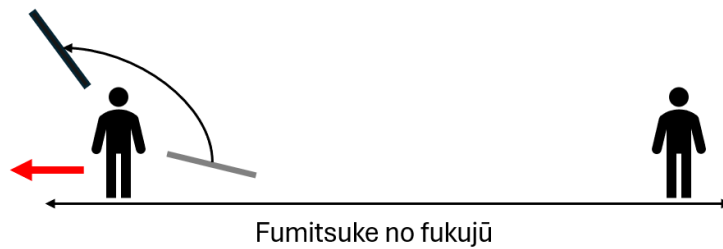
Mi hikisū kauntā – Nakano sheaths her sword and stick her palm out, if an opponent hits her during this move, she will block the attack and counterattack with a overhand punch. A basic counter

Raijingutaido – A basic uppercut using her sword, invincible to aerial moves, and is great at punishing them. Each different version sends her different lengths. The heavy version is fully invincible. Uses a fair amount of stance

Fumitsuke no fukujū
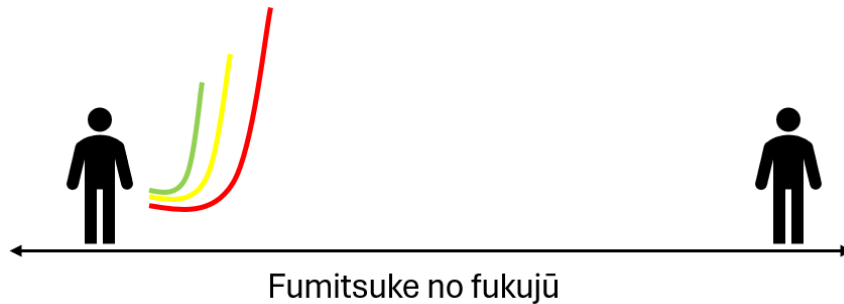
Supākusu – Nakano drags her sword along the ground then flicks it towards the opponent, sending a projectile consisting of sparks towards the opponent. The uses a fair amount of stance.

Burēdoresupoke – A command normal that hits twice, and has a lot of block stun.

Suiren no ha – Level 1 super where Nakano slices through all projectiles and travels full screen

Kirāinsutinkuto – Level 3 one final massively damaging slash.

VOLTAGE

Overview

Voltage is another myserious vistor, she is a thunderous powerhouse packed into a small body. Blistering quick and packing a punch she is an ecentric, hyper and unpredictable. She can manipulte electricity which circulates inside her. She is the most haphazard of the group and is often the first one to jump into a fight.

GOALS

- To create a sparker that is another Power class of character
- To create a character that is a villian but is also likeable and fun to watch
- To add a character with a flashy playstyle

USER WANTS

- I want to feel my power in every move I land
- I enjoy explosive and unpredictable characters
- I like lightning powers

DETAILS

Name: Voltage

Region: Far lands

Role: Powerful glass cannon, who can overwhelm enemies using her strong movement options as well as her large hitboxes.

Strategy: Voltage uses her high mobility and big hitboxes to force her opponents to make a mistake, in which she can exploit for high damage

Health 9,000

Walk Speed: 5.6

Run Speed: 15.2

Ideal Spark: Chaos Spark

Age: 18

Difficulty & Character Type: 3/5 Power

PERSONALITY & BACKSTORY

Not much is known about Voltage. She travelled to The Land Of The Sparks with two more companions, wishing to claim their power.

QUOTES

"THIS IS GONNA BE FUN!"

"Finished playing already?!"

Manicial Laughter

Move List – Move Info

THROWS	INPUTS
Warning	L + H (forward)
Static Age	L + H (backward)
SPECIALS	**INPUTS**
Hitchin' a ride	2,3,6 + L M H
Basket Case	2,2 + H
Peacemaker	2,1,4 + L M H
Letterbomb	2,1,4 + O
Kuikkuritorīto (Quick Retreat)	2,1,4 + M
Mi hikisū kauntā (Undrawn Counter)	2,1,4 + L
Raijingutaido (Rising Tide)	6,2,3 + L M H
Supākusu (Sparks)	2,3,6 + O
COMMAND NORMAL	**INPUT**