

add piledriver for wrestler
more personality in moves
need move summary for each character (giant, etc)
more frames for 'get up' animation (a slow movement)

- ANIMATION SCRIPT -

Note: all moves assume 'average size' opponent
MORE EMOTION IN FACIAL EXPRESSIONS!!!!!!!!!!!!!!!!!!!!!!

STILL

- (1) READY

MOVING ANIMATIONS

- (4) WALK RIGHT 90' *** increase to 6 frames?
- (4) WALK RIGHT 135'

JUMPING MOVES

- (3) JUMP (1-anticipation,2-stretched,3-knees up)
- (1) DUCK (thighs parallel to ground)
- (1) TUCK (used for rolls, flips)

PUNCHES

- (2) PUNCH-TO-HEAD: LEFT (JAB)
- (2) PUNCH-TO-HEAD: RIGHT
- (1) BLOCK PUNCH-TO-HEAD: BOTH ARMS (Fig. A.1)
- (1) BLOCK PUNCH-TO-HEAD: LEAN BACK (Fig. A.2)
- (2) BLOCK PUNCH-TO-HEAD: 1-ARM REFLECT (Fig. A.3)
- (1) RECEIVE PUNCH-TO-HEAD (head towards camera)
- (1) RECEIVE PUNCH-TO-HEAD (head away from camera)
- (2) UPPERCUT PUNCH
- (1) RECEIVE UPPERCUT PUNCH (head back, back arched)
- (2) STOMACH PUNCH (use right hand)
- (2) BOX EARS (of average height, standing opponent)
- (2) HANDS CLENCHED, DOWN ON KNEELING OPPONENT

KICKS

- (2) KICK-TO-STOMACH
- (1) BLOCK KICK-TO-STOMACH: BOTH ARMS (Fig. B)
- (2) BLOCK KICK-TO-STOMACH: 1-ARM REFLECT (Fig. B)
- (1) RECEIVE KICK-TO-STOMACH (hands out to sides)
- (2) RECEIVE KICK-TO-STOMACH (hands on stomach)
- (2) KICK TO HEAD (Optional, Fig. C)
- (2) JUMP KICK (Optional, Fig. D)
- (4) ROUNDHOUSE KICK (Optional, Fig. E)
- (2) KNEE TO HEAD (Fig. F)

WEAPON USAGE

- (1) PICKUP SMALL OBJECT (use knife for prop)
- (4) PICKUP LARGE OBJECT, LIFT ABOVE HEAD, THROW (ex: crate)
- (2) STAB WITH KNIFE
- (2) THROW KNIFE/STAR

(4) SWING CHAIN

FALLING

- (3) FALL TO GROUND (FORWARD, FACE DOWN)
- (1) RECEIVE STOMP WHILE FACE DOWN
- (3) CLIMB TO KNEES (FROM FACE DOWN)

- (3) FALL TO GROUND (BACKWARD, FACE UP)
- (1) RECEIVE STOMP WHILE FACE UP
- (3) CLIMB TO KNEES (FROM FACE UP) (special for Karate)

- (2) STOMP ON DOWNED OPPONENT (use prop: coffee can?)

MISC

- (3) SCISSOR HEAD FLIP (Optional, Fig. G)
- (4) RECEIVE SCISSOR HEAD FLIP
- (2) BEAR HUG OPPONENT (Fig. H)
- (2) RECEIVE BEAR HUG (Fig. I)
- (2) CHOKE OPPONENT (Fig. J)
- (1) RECEIVE CHOKE
- (1) ELBOW STRIKE TO REAR
- (2) 'CRANE POSE' (karate guys only)
- (1) HEAD BUTT
- (1) SHOVE OPPONENT BACK
- (1) VICTORY POSE (unique to character)
- (1) BRAG ("Cmon!! Fight!!!")
- (1) BOW TO OPPONENT

MISC ATTRACT POSES

- (1) SELECT SCREEN (goodguys only)
- (1) MUG SHOT

Fists of Fury
Enter the Dragon

Dragon Warrior
Road Warrior
Pitfighter

Ringmaster
Assassins
Ring Warriors
Kumitai

Gladiator

beyond the edge
where only the best compete
death blow
brawl
battleground
prizefighter
Kumatai

master
pit
head to head
prize
champion
top dog
~~warrior~~
fighter
street warrior
street champion
pit fighter
Pit Warrior
Steel Warrior
Pit Fighter
Pit Master
Duel
Feud

Blood Knight
(the name of the contest)
(the name of the contestants)
(the name of the arena)
(the name of the prize/reward/goal)
(the name of the champion)

~~Bloodkate~~
Death

Killing Ground
arena

Arena of Death

Death ~~Duel~~

Pit of Death

struggle

the butcher
Pit BOSS

Take Down

~~Knockout~~

~~takeout~~

Bloodwar

~~Pit Warrior~~

Bloodland

Pit Fighter

Dead Lock

Pit Master

Pit Man

Pit-Master

streetland

Pit of Death

warland

Battle Pit

Ramble

~~challenger~~

Kick A
streetduel

Combat

Death Match