DESIGN AND IMPLEMENTATION OF FLEX-RANGE LINEAR MOTION BATTLE SYSTEM ON MULTIPLAYER FIGHTING GAME

Name : ARIMAS ARTADI  
NRP : 5104 100 062  
Major : Informatics Engineering IT Dept – ITS  
Supervisor I : Ir. Suhadi Lili

Abstract

Now adays, fighting game’s gameplay hasn’t changed a lot. In the era of multiplayer gaming, fighting game has not adopted multiplayer gameplay. Gameplay with multiple number of player can cause the gameplay become much simpler.

Flex-Range Linear Motion Battle System (F-R LMBS) is a battle system that’s developed by Bandai’s Tales Studio for role playing game (RPG). Using F-R LMBS, player can move theirs character in a linear motion toward the opponent, while not limiting the movement of character in the 3D enviroment.

Implementing F-R LMBS in a fighting game, will cause the gameplay capable of supporting multiple players. In F-R LMBS, character can be moved linearly, thus the execution of attack combo and special attack can be done with inputing combination of actions.

Keyword: XNA, Game, Flex-Range Linear Motion Battle System