
battle-rage-notice Documentation

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battle-rage notice

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1.1 battle-rage: the battle rages on !



battle-rage is a fighting game providing 16 different fighters,

with all having different properties and sort of kicks:

1. *Fuuma*
2. *Geese Howard*
3. *Hanzo*
4. *Hotaru Futaba*
5. *Iori Yagami*
6. *Kim Kaphwan*
7. *Kisarah Westfield*
8. *K*
9. *Kyo Kusanagi*
10. *Lee Pai Long*
11. *Mai Shiranui*
12. *Mr Big*
13. *Mr Karate*
14. *Robert Garcia*
15. *Rock Howard*
16. *Terry Bogard*

playable with joystick(s),

and you can play: **against** the *computer* like *another player* and let the **computer** *fight against* the **computer**.

Warning: You must have a **joystick** to control **battle-rage**.
And the **keyboard** is a little bit used: per example for *pausing the game* you must press the Space Bar.

1.1.1 battle-rage different fighters properties

battle-rage provide a choice of **16** *different fighters* which all have some different values for the following listed properties:

- *Force.*
- *Tendency to attack (Aggressiveness).*
- *Resistance.*
- *Speed.*

Some of the fighters are equipped with weapons from different kind: a baton, a bag, a hand fan,... and some others does fight entirely with the feets and the hands.

battle-rage: the game

2.1 The presentation screen

battle-rage starts with the **presentation screen** after checking a joystick is right plugged.

Note: The first time you launch **battle-rage** or every time you plug a new joystick model, you must configure the joystick.

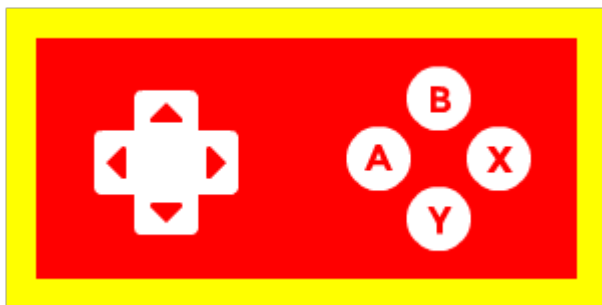
A joystick configuration screen will appear to do so.

Pressing **ESCAPE** in the **presentation window** is the only way to **quit the game**.

Else if you press **ESCAPE** you will return to the **presentation screen**.

You can navigate through the items using the **directional pad** from your joystick, and confirm by pressing a joystick button or **ENTER** into the menus and to quit the interludes.

2.2 The joystick configuration screen



At first you will have to press the button corresponding to the blinking button on the screen.

- A
- B
- X
- Y

And then the same with the directional pad in every directions:

- *Right.*
- *Left.*
- *Up.*
- *Down.*

2.3 The main menu

The main menu is composed from following items:

- **Play**
 - **Player vs Computer.**
 - **Player vs Player.**
 - **Computer vs Computer.**
- **Configure game.**
- **Reconfigure joystick.**
- **Read Notice.**

note Selecting directly **Play** or **Player vs Computer** is the same.

2.4 Configure game

The configure game menu is composed from following settable items:

- **Game difficulty:** *EASY / NORMAL / HARD / MISC.*
- **Game speed:** *SLOW / NORMAL / FAST.*
- **Game sounds:** *ON / OFF.*
- **Game music:** *ON / OFF.*
- **Save and Exit.**
- **Exit without saving.**

difficulty The *MISC* mode set all properties from all *Fighters* to the same value.

2.5 Reconfigure joystick

Will permit you to reconfigure a joystick if you have made an error during the primary configuration.

2.6 Read notice

Will launch this notice into your web **browser**.

2.7 The choose fighter screen

Here you can select a fighter as:

- **Player.**
- **Adversary.**
- **Computer player.**

With the arrows of the directional pad of your joystick.

Pressing RETURN (Enter) will activate the random fighter selection.

2.8 Fighting

All joystick combinations are explain [here](#) and you can pause the game by pressing the SPACE bar.

battle-rage fighters

All fighters have some properties:

- Speed
- Aggressiveness
- Force
- Resistance

3.1 Speed

The speed indicate the speed the fighter moves **forward** or **backward**.

And how much ($speed / 3.75$) the fighter **advance** in direction to the **adversary** when he **give a kick**.

note The **speed** values are comprise between: [10-15].

3.2 Aggressiveness

This property is only take into account when the fighter is the computer.

And indicate how aggressive the fighter is.

note The aggressiveness value is a percent.

3.3 Force

The force indicate how much damage the fighter inflict to his adversary minus the adversary resistance.

note The fighter force is comprise between [0.80-1.30].

3.4 Resistance

The fighter resistance indicate how much life points the fighter he will lose when he receive a kick.

note The resistance value is comprise between: [0.75-1.25].

Note: When the fighter kick the ass of his adversary and this one is not protected

The life points from the adversary are reduce in this manner:

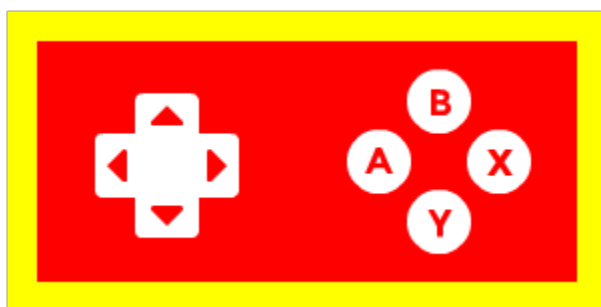
$([Value\ of\ the\ kick] \times [force]) - ([Resistance\ common\ value] \times [resistance]) ;$

battle-rage fighting

4.1 Introduction:

All fighters have a common *set of kicks* in relationship

to the joystick button with or without a direction button, on the directional pad from your joystick:



- The **back hand** from your fighter is **activate** by pressing the A button from the *joystick*.
- The **front hand** from your fighter is **activate** by pressing the X button from the *joystick*.
- The **front leg** from your fighter is **activate** by pressing the B button from the *joystick*.
- The **back leg** from your fighter is **activate** by pressing the Y button from the *joystick*.

note

So you get the following different combinations:

4.2 Simple combinations:

- Only A: a **back hand** kick.
- Only X: a **front hand** kick.
- Only B: a **front leg** kick.
- Only Y: a **front leg** kick.
- Only →: the fighter **moves** in direction **right**.
- Only ←: the fighter **moves** in direction **left**.

- Only \downarrow : the fighter goes **down**: on his knees.
note The \uparrow is not used for jumping: some combination makes the fighter jumping.

4.3 Direction + Button combinations:

4.3.1 back hand kicks:

- $\Rightarrow + \underline{A}$: a big **back hand** kick.
- $\Leftarrow + \underline{A}$: protected in standing.
- $\uparrow + \underline{A}$: a **back hand** uppercut.
- $\downarrow + \underline{A}$: protected on knees.

4.3.2 front hand kicks:

- $\Rightarrow + \underline{X}$: a big **front hand** kick.
- $\Leftarrow + \underline{X}$: a returned **front hand** kick.
- $\uparrow + \underline{X}$: a **front hand** uppercut.
- $\downarrow + \underline{X}$: a **front hand** kick to knees.

4.3.3 front foot kicks:

- $\Rightarrow + \underline{B}$: a **front foot** kick to body.
- $\Leftarrow + \underline{B}$: a returned **front foot** kick.
- $\uparrow + \underline{B}$: a **front foot** kick to head.
- $\downarrow + \underline{B}$: a **front foot** kick to knees.

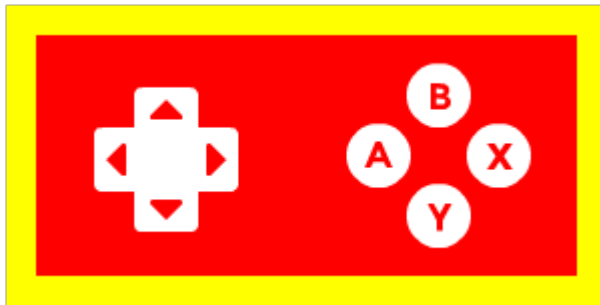
4.3.4 back foot kicks:

- $\Rightarrow + \underline{Y}$: a **back foot** kick to body.
- $\Leftarrow + \underline{Y}$: a returned **back foot** kick.
- $\uparrow + \underline{Y}$: a **back foot** kick to head.
- $\downarrow + \underline{Y}$: a **back foot** kick to knees.

Warning: because nothing is perfect it can happen that a combination don't really represent what it should like explain above.
But **I guarantee** that it really **doesn't happen often** and that the replacement **is near from your expecting**.
And some kicks have fallbacks: this mean that 2 different combination can give the same kick: not often.
All according the fighter.

Joystick(s) logic of battle-rage

5.1 The joystick plan:



5.2 battle-rage joystick usage

For playing **battle-rage** you only need the the **4** buttons A, B, X and Y and a **directional pad** (stick).

The button at the top of the joystick (RF, RB, LF, LB) aren't used.

You can use the **digital** stick (*directional pad*), **which is recommended**, as well as the **analogical** stick.

warning I can't guarantee you that you can use twice stick at the same time once your joystick configured.

5.3 battle-rage and his joystick rules

battle-rage has some rules for playing with the joystick.

According to the fact that you have **2 hands** and **2 foots** (exclude for the physic handicap).

battle-rage follow **the same logic** for the *joystick* buttons **logic**:

- The **back hand** from your fighter is **activate** by pressing the A button from the *joystick*.
- The **front hand** from your fighter is **activate** by pressing the X button from the *joystick*.
- The **front foot** from your fighter is **activate** by pressing the B button from the *joystick*.
- The **back foot** from your fighter is **activate** by pressing the Y button from the *joystick*.

note You can see that like a cross which **X** axis is for the feet and the **Y** axis the hands.

You can use **combinations** by adding a direction from the **directional keypad** to the used button.

This will generate different kicks for every combination.

Finally all combinations make sense, *per example*:

Pressing the **Up** arrow and an **hand button** will produce an **uppercut**,

and pressing the **Back arrow** and a **foot kick** will produce a **return foot kick**.

Warning: because nothing is perfect it can happen that a combination doesn't really represent what it should like explain above.
But **I guarantee** that it really **doesn't happen often** and that the replacement is **near from your expecting**.
And some kicks have fallbacks: this means that 2 different combinations can give the same kick: not often.
All according to the fighter.

note Because it's easier to press a button instead of using a combination the combinations inflict more damage.

Note: This logic follows for every **joystick** model since you have to configure your **joystick** first.

But you can **reconfigure** your **joystick** if you make a mistake during the configuration phase.

5.4 The different joysticks models handling

battle-rage doesn't claim to take in charge every different joystick model of the world but:

Note: **battle-rage** does the best for taking in charge the most of different joystick models.

And you must pass through a *joystick configuration phase*, which is obliged,

every time you **plug a new joystick model**.

Not every time you plug your(s) *joystick* to **play the game** !

warning To know that every time you plug a new joystick model you will have to configure it.

That's better for all: the game logic, you, conversation about battle rage,...

Because it permits to set a precise combination set, not in accordance with different joystick models mess, but according to the game.

5.5 Advice:

You must better plug the joystick before starting the game.

Else you will be notify about the problem and be invited to plug a joystick before really starting the game.

And if you plan to play with 2 users plug 2 joystick before gaming.

But you if you don't have plug 2 joysticks you will be invited to do so...

Sorry but my *joystick handler* doesn't handle the plug-in plug-off of *joysticks*,

so the free hot plug of *joystick(s)* is not permit with **battle-rage**.

5.6 If the joystick configuration fail.

If you have bad luck and your *joystick* model is really not compatible with battle rage, havoc.

Else, if you made an error, you can try to reconfigure your *joystick* again by using the configure joystick menu item.

note Sea the technical note for further informations.

5.7 Technical notes about joystick handle.

Internally **battle-rage** highly suppose that the buttons A, B, X and Y have all a value comprise between included [0-3] like the most *joysticks* does.

Internally **battle-rage** suppose that directional pad is implemented as 2 axis (B and Y for the **X** axis and A and X for the **Y** axis).

But you can predict **nor** the SDL2: if an axis number will be the **X** or the **Y** but most common joystick use 0 for **X** and 1 for **Y**...

But the sticks: analogical and digital are taking in charge, because with **battle-rage** you must configure you joystick the first time you plug it.

And the big problem is that some joystick doesn't respect at all this rules.

I can only test this values which are right for my test *joysticks* (2 joysticks which works differently).

So if your *joystick* work otherwise than with this values for this set of buttons or axis **it won't work at all** !

This fact is coming from that I use an Input_Handler written by **Shaun Mitchell**, for his book SDL Game Development (june 2013) [Packt Publishing].

I **enhance** this Input_Handler to take in charge the most of joystick possible: The most common.

Even if the base joystick for **Shaun Mitchell** (an X Box 360 **joystick**) won't work with **battle rage** because of the fail of one axe.

But you can play **battle-rage** with an X Box 360 **joystick** but the **Y** axis won't work !

note Great thanks to **Shaun Mitchell** for his book and code writing and his code.

Images of the fighters from battle-rage

6.1 Fuuma



6.2 Geese Howard



6.3 Hanzo



6.4 Hotaru Futaba



6.5 Iori Yagami



6.6 Kim Kaphwan



6.7 Kisarah Westfield



6.8 K



6.9 Kyo Kusanagi



6.10 Lee Pai Long



6.11 Mai Shiranui



6.12 Mr Big



6.13 Mr Karate



6.14 Robert Garcia



6.15 Rock Howard



6.16 Terry Bogard



battle-rage credits

7.1 Resources

7.1.1 Images

The fighters images are issue from the game:

- NeoGeo Battle Coliseum.

note All original fighters are available in the index from my website <<http://open-source-projects.net>>

The bridge backgroud image is issue from the shun-li stage of the game street fighter.

For the landscapes backgrounds:



7.1.2 Sounds

For the voices thanks to:

Male voice:

Jeffrey M. Smith

<<http://fiverr.com/jeffreysmith>>

Female voice:

Giselle

<<http://fiverr.com/easymedia>>

7.1.3 Others

For the others resources their all under free licenses found on severals sprites websites.

7.2 Credits

Thanks to my mother, my family and to the doctors.

Stay away from drugs !

Drugs ~~destroy~~ your **brain** and your **life**.

Indices and tables

- `genindex`
- `modindex`
- `search`