Kall - Mist Walker

A custom-made character for the game,

RIVALS OF AETHER

Rough Explanation of the game

What is Rivals of Aether?

Rivals of Aether is a indie fighting game inspired by Super Smash Bros Melee. It brings a new form of gameplay to the genre by changing a couple of mechanics and encourages players to be more aggressive rather then play defensive.

What is my project?

My goal is to make a custom workshop character for the Rivals of Aether. This will include the coding, sprites, and animation (possibly sound).

These are steam workshop characters that got into the nintendo switch version of the game because they were so well made.

Art Style

The Game primarily focuses in pixel art and low frame rate animations.

The amount of frames in a animation do not equal the speed at which the game runs them.

Length: How long it takes within game to play out the window
Anim_Frame_Start: At what frame in the sprite sheet does it start (0-5 for this case)
Anim_Frames: How many frames it plays from the sheet.

WINDOW 1: 'STARTUP'

WINDOW 2: 'ACTIVE'

WINDOW 3: 'RECOVERY'

LENGTH: 4

ANIM_FRAME_START: 0

ANIM_FRAMES: 2

LENGTH: 3

ANIM_FRAME_START: 2

ANIM_FRAMES: 1

LENGTH: 10

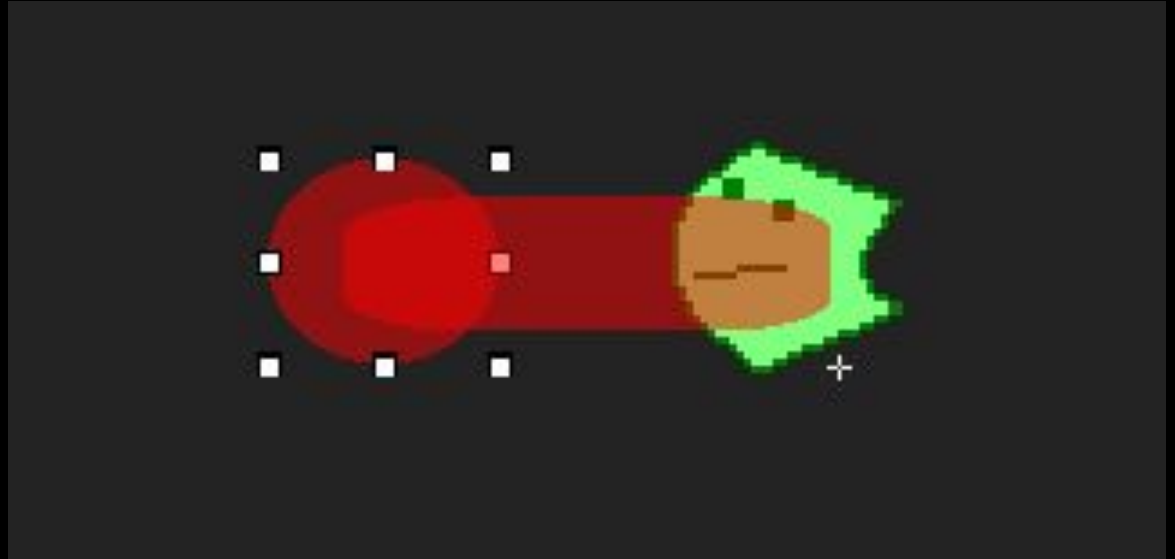ANIM_FRAMES: 3

ANIM_FRAME_START: 3

HAS_WHIFFLAG: true

Credit to Mawral for the example

What is a hitbox?

An invisible box/circle collider that usually detects another player, and applies damage.

There could be more then 1 hitbox within a window of an attack that do different things.

Quick look at visual/sound feedback

There are 2 different sound effects that appear in this video, along with a visual effect. One shows a strong impact hit, while the other shows a small.
Compare the percentages that each attack give.

How is this possible?
Steam Workshop!

Character Concept

Kall - Mist Walker

A medium to heavy weight sword fighter.

Uses his mist cloud to fight/combo characters from around the stage.

Pixel Art Concept
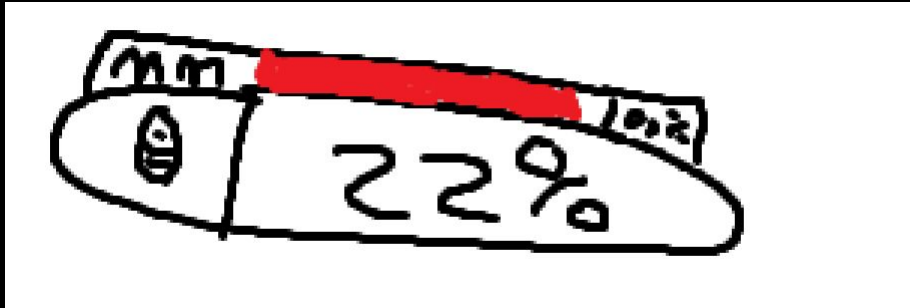
Mist Meter

Mist Meter is what specials-attacks use:

Taking damage,giving damage,and just waiting over time builds the mist meter (0-100%)

When a player gets hit by a move from the mist, Kall can press the special button again to teleport/swap to the specific mist cloud that hit the player.

Aerials

Kall can store up to 4 double jumps (Min of 1, Max of 4) to use in the air. He gains a charge by attacking a character with an aerial. Once Kall jumps in the air, he loses a max charge until he hits solid ground again.

Neutral: A fast acting attack that hits within him, then a moment later sends out a wider circle around him, with more impact.

Forward: a 3 hit attack that can be canceled with a jump at any jab, the third has a extra effect in terms of launching (can grant 3 jumps if all 3 hits land)

Backward: ~~Does a horizontal thrust with a tipper effect, sending them in horizontal motion away from the player. The non tipper does a small amount and only sends them slightly away.~~
Instead, A crescent hit that sends a player down, more effective if hit in the first few frames.

Up: ~~Perform an upward thrust with a tipper. Sends them in an upward direction, more if the tipper is hit. Can be used as a combo tool or finisher.~~
Perform an upward crescent attack that combo into itself, can kill at high percentages.

Down: ~~perform a downward slash with a tipper, hitting the tipper has a meteor effect.~~
Perform a downward suction attack that pulls the enemy into him, very little damage, but can be combo'd into other moves.

Grounded Attacks

Neutral: Jab in front of you with the hilt of your sword, low launch, low damage, but can be fast for disrupting and comboing.

Dash: Do a forward thrust with a slight upwards effect.

Side: slash ahead in a horizontal motion. Launches the enemy away from the hit. *(probably will change this)

Down: a horizontal slash near the ground that hits on both sides near the ground, launching opponents toward you, giving enough time to perform ground/aerial combos.

Up: Moves the entirety of his arms and axe upwards in a quick motion with 2 hits in succession.

Strong Attacks

Forward: Does a strong slam in front of him with his weapon, sending out strikes from the mist as well that sprawl outward. The sword as well as the rupture effects deal damage and send the enemy out in a horizontal motion.

Down: Summons 2 mist axes on both sides of him, thrusting upwards.

Up: slashes upwards from the backside towards the top of him quickly, then spins the axe above his head widely in a horizontal sweep.

Specials - Neutral

Makes a mist cloud using meter, following your directional input till you stop holding the button. You can have unlimited amount of clouds, but they drain the Mist Meter and if it goes to 0, makes the mists dissipate.

Specials - Side

Sends a side smash out of the mist. Holding causes it to become stronger, but uses more mist and causes more hitstun on the character, while no hold causes only hitstun and a little less MM-usage, just less powerful.

Specials - Down

Mist sucks in anyone nearby (or within) and Kall teleports to the spot. Does damage then thrown in the direction that Kall desires. If over a certain percent (150% or more..) the move executes the enemy instead.

Specials - Up

Turn into a mist cloud that drains MM and allows you to move freely across the stage in any direction. You can strike with an aerial at the expense of using a lot MM, if you land the move, you don't go into pratfall(can be hugely punishing with end lag if you miss).Running out of MM ends the special. You can be hit in this mode.