Rhythm Key

Intro:

The Story is "You are a knight who has been tasked by the King of Keydom to retrieve the master key from Tempo cave. The master key is required to bring back colour to Keydom which has recently fell on hard times." Rhythm key is a typing game where the goal is to help improve the user's typing ability inspired by research into how gamifying learning to type can have positive effects on the process (PDF) Using Gamification to Improve Students' Typing Skills. My game is aimed at beginners and helping them learn keyboard layouts. In the remainder of the proposal when key is said it means key on your keyboard.

Mechanics:

Figure 1: Key time event

The main mechanics of Rhythm Key is player movement. Around the screen keys will appear with a time to press them (Figure 1: Key time event). Each key time event can be used once. As well as the movement time events there will also be one that will kill you if you miss them. These are written in red. Each level has an exit which will take them to the next level. There are two enemy types. Both move continuously towards the player to attack them. The minotaur when it has line of sight to the player charges towards them. If it misses it will keep going until it hits a wall and is stunned. There is also 3 modifiers the player can collect. These are: double speed for the player's character, new keys for movement e.g. IJKL instead of WASD and swapping key directions.

Dynamics:

Key time events mean the player must balance moving towards the end of the level and avoiding the monster's attacks. The time events that will cause you to lose a level will not move the player but force you to let go of your current movement to press them. Minotaur's can be difficult to dodge so players should avoid letting them get line of sight forcing the player to take unusual routes. Whereas skeletons are there to create a sense of urgency forcing the player to make mistakes.
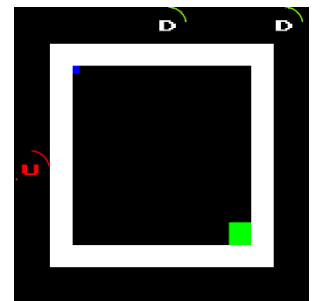
Aesthetics:

Figure 2: Basic layout of screen. Dungeon in middle with key time events around

The key time mechanic will also add to the sound of the game. Pressed keys will play a nice beat sound when the player releases the key. Keys that aren't pressed will make a nasty screech noise. Keys being generated will not overlap with each other or the dungeon. The design of the dungeon will be a simple black and white pixel art style. The black and white theme is to help ensure the key time events stand out on the screen which have a colourful aspect. On key presses a small colourful particle explosion will occur as you move closer to restoring the kingdom. There will be levels designed for close calls as well adding to the tension. The key generation for levels is randomized with a perfect path mixed in to allow unique paths but for the level always to be winnable.