

BEAT HOP**GROUP 400****CSF****TEAM #3****IDEA:**

Educational game for people to understand the very basics of music notes and percussion

GENRE:

Runner, Musical, Arcade and Educational

STORY AND CHARACTERS:

There are 3 different characters (one for each level), their objective is to reach the finish line using their knowledge in music and percussion.

Dinosaur



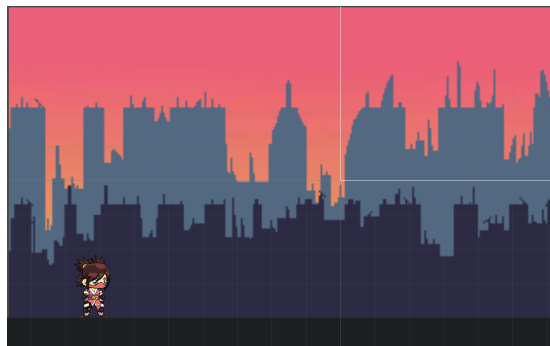
Chill Ninja



Ice Ninja

**GAME MECHANICS:**

The player will have to overcome a series of obstacles by jumping (with a single key, spacebar or the up arrow key) to the rhythm of the song played in the background, notes will be displayed on the screen to help the user identify when the perfect time for each jump will be. The player has 10 lives and loses 1 each time he touches an obstacle, when he loses all his lives the game is over.

ART SKETCHES:**USER INTERFACE:**

The player will be able to play each level from the beginning. The first level is introductory and kind of a tutorial, the second is a little bit more challenging and the third one is the hardest one. Each level will have a different character, and obviously a different background. The user will also be able to either return to the main window when he loses a game or play again.