* The world has become sound-less (like the wind, birds and stuff no longer produce sounds).
* While there is no sound you can jump (like Necrodancer) wherever you want and as fast as you want.
* Sound sometimes steps in, and you have to follow the rhythm to move and do things.
* People talk by writing only.
* You embark for a quest to return the sounds back. Slowly you return wind, birds, trees, and in the end – people’s voices.
* Sound heavy game (well we will need many soundtracks, but there are 3 of us who can make music yo)