One Button Game concept

Rhythm game idea

Title Pending

Basic gameplay: You must press the button and hold it for each note that comes at you

Basic Note: Press the button and release

Hold Note: Press and hold until the end of the note, then release at the end.

Bombs: You must not press the button, or else you lose health

A Few notes will allow you to start mashing the button before the next one, which will help boost your score quite a bit

Simple yet effective, the soundtrack will have good (hopefully haha) music to allow for easier engagement.

More note variety also would help keep the gameplay fresh even after a few songs

Certain songs may have unique mechanics to make it harder (Changing bombs to instant-kills, ghost notes that disappear before you have to hit them, bosses that require paying attention to hit them back, changing the UI to make reading harder, etc.)

One final idea for a level is a literal sheet music level, where you must read the specific signs of sheet music (Quarter notes, rests, Half Notes, Whole Notes, etc.)

I attempted to make sketches but it was difficult to come up with an exact visual style without music or characters, so that will be shelved until a later date.