# Game Description

Everyone gets a smart phone and headphones. Only you, and one other person, are listening to the same song at a dance party.

Rules: No talking. No hand gestures. No communication of any kind, except for Dance.

Find your dance partner.

Dance Together is a game about communication through dance. From EDM, to rock, to country, and everything in-between.

# Artistic Statement

I got the idea to create this game at a friend's wedding. At the wedding, they had a "Silent Disco", where a DJ played music directly into a series of wireless headphones. I noticed that people who didn't like the current song put the headphones down and stopped dancing. Since a lot of the music was EDM, it ended up that anyone who wasn’t into EDM just sat around while the others got to dance.

I thought to myself: "Wouldn't it have been great if we had two of these going at once, so everybody could dance together?"

Immediately, the idea for the game was born.

What if I made a game about dancing, for people who aren’t good at dancing?

People train for years to be good at ballroom dancing, or Celtic folk, or poi, etc. But nobody knows all of them. This game is designed so every player has the feeling of being on the dance floor and having no idea what to do. Yet, they will learn to get over their inhibitions and improvise in order to succeed.

After playing, my hope is the player in a future party will no longer fear getting up and joining in the dance floor… No matter what kind of music is playing.

# Installation Instructions

Requirements: 4 to 8 players, each with a smart phone and headphones.

Install the game, and make sure each player’s device is on the same WiFi network.

NOTE: Peer to peer communication has to be enabled on the network. This may not work on some public WiFi networks.

Start the game. Have one player hit “Host”, and the others hit “Join”

NOTE: The game is currently bugged/broken for players joining and/or leaving games mid-game. This will be fixed in future versions. If you have issues getting a player connected, have all players "Disconnect" and start over.

# Gameplay Instructions

Once you are in the game, your game background will change to match your player color.

At the top, you can enter text to identify yourself to the other players. This could be your name, initials, handle, etc. In the middle, you can see who else is currently in the game. At the bottom, "Ready" and "Back" buttons.

When you are ready, click the "Ready" button on your screen. Once every player has marked themselves as "Ready", the game will begin.

Each round, a song plays in every player’s headphones. Once you hear music, start dancing!

Only you and one other player are listening to the same song. Watch the other players closely, and decide which player is listening to the same song as you.

NOTE: Remember to show the other players your screen so they can see your color/identity!

Once you've decided, tap the player you think is right. Don't stop dancing yet! Other players need to decide if they're a match to you.

When every player has chosen, or 60 seconds has passed, the music will stop and you may stop dancing.

Scores are then given, and players may begin the next round. Scores are cumulative from previous games.

Scoring:

First player to lock in a choice: +100 points.

+10 points for every second left on the clock when you made your choice.

If YOU guessed correctly: +250 points

If your DANCE PARTNER guessed correctly: +500 points

That means if both you and your dance partner guessed correctly you will both earn a total of 750 points, plus time bonus. However, if only one of you guesses correctly, the correct guesser will get 250 points and their partner 500. For maximum points, focus on making sure your dance partner knows you're the correct choice, rather than just guessing!

# What's your story?

I had the idea for this project for a year before I was able to have enough time to start making it. As a parent who works fulltime, I was only able to work an hour or two a week. Very difficult to make progress on a networked game, which requires a lot of time for deployment/testing. I had never done any network coding before, and had to learn a lot in the course of development.

Rather than try to sell the game or make profit, I decided to make this an open source project.

Why? Because my primary goal is to make a fun game that people will enjoy playing together. I hope as I build a community of players of the game, I can also build a community of open source developers and artists who can help me make it even better.

# Team Description

Tobiah Zarlez is an indie game developer born and raised in the San Francisco Bay Area.

After graduating college, Tobiah co-founded an indie mobile game company called “Yobonja”. Yobonja is most famous for their game “Blast Monkeys”, which was the #1 Android app in late 2011/early 2012.

In late 2013, Tobiah joined Microsoft as a Technical Evangelist. It’s now his job is to teach developers how to make better games using Microsoft technology and/or targeting Microsoft platforms.

Currently, the project currently uses all public domain or creative commons music and there are no other contributors to the project. However, the project is open source, and Tobiah hopes to find other indie developers interested in joining him.

# Level of Polish

This is currently a proof of concept for the basic idea for the game. My hope is to develop this project into a fully fleshed out polished game.

Right now, there is only the absolutely most basic gameplay is implemented. My plans for future development include:

* Polished UI/menus
* Ease of use features, such as: NFC joining, Bluetooth peer to peer networking, and in game set up tutorial/instructions.
* Custom music + more potential songs
* More gameplay UI testing/layout options
* Automatic game matching/joining
* Error and edge case handling, such as when a player loses connection mid-game.