***Neo Jam***

by

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* **Group Members:**
  + Leader: Basel
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* **Tentative Schedule:**
  + February 🡪 Pre-production, prototyping and design sketches
  + March 🡪 Production, creating assets and implementing designs
  + April 🡪 Post-production, QA (Quality Assurance), testing and patching bugs

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**High Concept**

We all love music, and we all love a good action. What happens when you combine the two? That’s right an intense blend between rhythm and fast-paced action gameplay!

**Features**

* Top-down view, with different 2D art styles for the environments.
* Protagonist character who can multiple different melee and ranged weapons. Like different types of plasma swords and laser guns.
* Set in a futuristic city, the player will visit places like dark alleyways, neon side roads and stinky sewers!
* The player will have the opportunity to do actions and movements with the beat of the music, increasing their final score and giving them various buffs.
* The HUD (Heads-up display) will show the players HP (Health Points), Stamina and ammo.
* Keeping track of your stamina, ammo and staying on beat will be the key to success.
* Chaining combo attacks will also get your score to go up, increasing your final level grade!
* Be aware as enemies move with the beat too and can catch you off guard and miss you up badly.

**Player Motivation:**

The player just wants to bash some heads, break some bones and jam to the music. Going through the levels with the highest score possible and the grand score at the end of the game.

**Genre:**

Action, Adventure, Souls-like.

**Target Customer:**

Action, music and souls-like fans seeking something different.

**Competition:**

None

**Unique Selling Points:**

* Fast paced action
* Rhythm Music
* Interesting genre crossover
* Souls-like elements

**Target Hardware:**

PC (Steam or itch)

**Design Goals:**

***Straightforward*** 🡪 Controls, UI (user interface) and bearing are super easy to grasp making the game a good pickup-and-play option.

***Exhilarating*** 🡪 Action is fast-paced, precise and tight giving the player a sense of control and excitement.

***Thrilling*** 🡪 Providing the player with the score at the end of the level makes them want to retry again to try and beat their own score.