Concepts.

2.5 D rhythm game.

Played on keyboard.

The game follows a 2D path and renders the game with a camera in a 3D space.

You are just like in Geometry Dash a cube that wants to go to the finish line so you need to pay attention to four different buttons that you can find while going to the finish line because they will affect the way you will move.

MDA.

Mechanics:

Player is affected by gravity (rule), you will die if you're off screen,

the level will say complete after you past the finish line,

the player will die if they miss more than 4 inputs in a row it will be 2 if you increase the difficulty, you can see the path that's your following,

red buttons will make you switch gravity,

blue buttons will change camera angles,

Gray buttons are double clicks and can't be clicked with spacebar,

White buttons don't do anything you just try to hit them,

If there is an S on a button you can only use spacebar to hit that button,

If there is a K on the button you can use one letter on your keyboard,

If you hit a button you get a random particle,

if you die you restart the level,

you can also press escape to quit the game or select a different level.

Dynamics:

Start with the most easy level to get used to the main mechanics,

you can expect a lot of inputs After you hit the red button because you switched gravity,

you can always see what will happen next even if you hit a blue button and a camera angle changes, You can make it easier for yourself to select a song that you know.

Aesthetics:

* Challenging.
* Satisfaction.

Because the game is based on timing based inputs that can be challenging for you, so decay can also be satisfying if you're going with the flow and hitting the buttons with particles.