

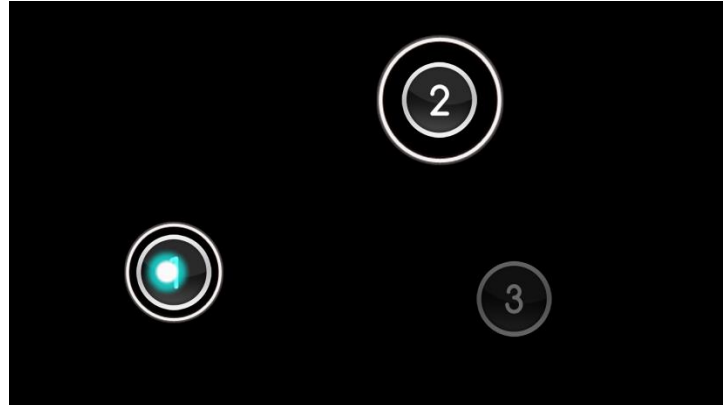
Rhythm Mania

Circle tapping game

Target platform: Windows PC (7 and above)

Target audience: 10–25-year-old rhythm game players

Game play and mechanics:



Rhythm Mania is a rhythm game where the player taps circles to the song. Players are awarded with score when they hit the circle. The player will be rewarded with more points if they hit a circle on time.

The mechanics of the games is very simple. It is to aim and tap to the circle as accurate to the song as possible. Some circles could be spaced further apart, or some could be in a continuous stream which make the game more difficult.

There is an approach circle that visually shows when the player needs to hit the circle. Once the approach circle closes in with the circle object, the player needs to hit it on time.

The more on time the player hits the circle, the more point is awarded to the player.

There are three main rhythm timing windows for score. 300, 100, 50.

Here are the timing windows:

- 300 - $\pm 32\text{ms}$
- 100 - $\pm 75\text{ms}$
- 50 - $\pm 120\text{ms}$

(If circle is hit outside of this timeframe it is counted at a miss)

Key / Core features:

There are 3 main objects to the game. Circles, sliders, and spinners.

Circles:

Circles are the simplest object. Circles have an approach circle to the beat. The circle will appear on the screen with an approach circle. Once the approach circle closes in with the hit circle the player needs to hit the circle.

Sliders:

A slider has same elements with a normal hit circle but after hitting the circle there will be a body. Player will need to follow the body until the end of the slider.

Spinners:

Spinners are self-explanatory. There will be a wheel and the player need to spin the wheel in a circle as fast as they can.

User Interface Design:

Follow the simplicity. The UI of the game will have a simple design. Button will be a circle too to follow the theme of circle objects. UI is subject to change during development.



Unique Selling Point:

- Simplicity
- Clean
- Song library

The game is very simple, and anyone can understand how to play the game instantly since there isn't much to the game. All the player has to do is click circles to the beat.

The game will have an overall clean design theme. There isn't much stuff happening on the screen which makes it visually less clustered than other games.

There will be a whole suite of song libraries to choose from.

(Not this games feature but rhythm mania will use Osu! File structure meaning beatmaps can be loaded into Rhythm Mania to be played)