My team is creating the game called Forte. As a reminder, the goal of this game is to successfully "fill in" the music that will play in the background, by killing enemies on the appropriate beats. Here are the prototype requirements the TA set for us:

Proof of concept generative music mechanic, prototype level that demonstrates movement or collision detection leads to sound generation

This is what our prototype does. We have a protagonist rectangle on a brick platform surrounded by four other uniquely colored bad guys who are also rectangles (art comes later). In the background, a simple bass and drum beat plays. This is the eventual foundation on which the more important instrumental parts will build. Right now, our character can move up, down, left, and right with the directional buttons. Whenever he runs into an enemy, or jumps up, a random chord from a guitar plays. Mainly, this is to show off our successful hitboxes. Our character can double jump, triple jump, and so on, and with each jump a new chord will play, although this is purely for demonstration purposes and won't be an aspect of the final game.

The character can also shoot notes like artillery, following gravity's rainbow down onto a target. If the bullet-note successfully connects, another guitar chord will sound. Eventually, we're going to integrate power-ups, so that if you "fill in" a particular track completely, you are rewarded and have a more interesting experience in clearing the remainder of the enemies. This is a step in that direction. As a tangent, and expectation before trying our prototype, our character teleports to the location of a shot enemy, and the enemy randomly respawns in a non-lethal location. This was simply to inspire some feeling of movement in our prototype, since our level doesn't yet scroll.

Finally, the player can press Z or X and do a quick dash down and to the left or right. This is roughly twice the horizontal speed of the arrow keys, and for good reason. It is important that our character has different moves, so that the player can strategize on how to hit an enemy at the right moment, from different proximities. This will probably end up a standard feature for our character, as opposed to something "unlocked," although we are still weighing our options.

For the alpha, here is what the TA proposed:

Attack feature, timing enemy attack feature, one legit level with opportunity for dissonance

So we've already completed some of the steps. We will need to spend more time and consideration on level design, as we don't want it too easy to plan out a kill of an enemy. We also want to give focus to scrolling, since we see that as the second most difficult aspect of our game (after music synchronization). We have been studying Mario and other platformers a lot over the past 48 hours, and plan to have a standard strategy of keeping the main character in the same location within the canvas, and moving the level left as the player holds right. There is a little more sophistication in Super Mario Bros. and other games, but this is a worthwhile goal for the alpha.

In all, we are very pleased with how our prototype turned out. Already we are confident this is going to be a compelling twist on platformers.

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