Game Type: 2D platformer / Puzzle game

Several screens per level. A life. Death makes us reappear at the start of the screen.

Scrolling screen possible for a long or difficult passage (ex: end puzzle)

The story begins with someone who has lost "musical senses", has no rhythm, cannot repeat a note normally, or know if notes sound good together. This person is going to be embarked on an adventure to recover those senses. He will have to face monsters playing with these musical flaws.

For the story, we can imagine a musician who immerses himself in these instruments (drums, piano, and guitar) with music as a consequence.

Three large arcs all ending with a boss and a trial.

Each arc is made up of different levels which can be levels facing enemies or puzzles (moving platform depending on the rhythm or certain actions).

Combat method:

Whistle: Whistle a chosen note (with the mouse or the keyboard we will see the most practical in-game. From my point of view, the simplest would be a pad of 12 notes + clap (+ boom)). This hissing sound can be used to attack enemies directly but also to form chords for stronger enemies.

Clap: to rhythmically clap your hands. Shock wave around us that can kill some enemies.

(Boom: a bigger clap, more range but longer to do in a row.)

Arc 1: Rhythm

Enemy levels: enemies beat rhythmically to the ground; shock waves can kill us.

Enemies: Drummer (BAM BAM) to dodge, kill with shock wave.

Puzzle levels: jump in rhythm to pass obstacles and / or whistle to move platforms at the right time.

Boss: big drummer, to beat with well-placed clap.

Final test: follow a rhythm or complicated puzzle level.

Arc 2: Notes

Enemy levels: whistle the right note to beat them, they will shout at us to tie up and kill (the eardrums).

Enemies: single note, shout to kill us. You can dodge death with a good mark, which can kill them. We can also simply dodge them to move forward. One can imagine as many enemies of this type as there are musical notes.

Puzzle levels: in addition to the pace that you will have to continue to have, you will need to whistle the right note to be able to advance.

Boss: "multi-note": to take away his life, you will have to make the right note according to his condition.

Test: Follow a complicated music or puzzle.

Arc 3: Chord

Enemy levels: whistle several notes that form a chord to beat certain enemies.

Enemies: Less numerous but stronger, it will be necessary to make the right sequence of notes to defeat them. They will be much harder to dodge and can even use the shockwaves of the drummers.

Puzzle levels: roughly harder than before.

Boss: Drummers + Chord, it will be necessary to place chords in time without dying of course.