

(Riot Games, "KDA Yasuo" splash art from "League of Legends")

One Slice Samurai

Game Project Proposal

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Game Concept

This game is a fast-paced hack and slash where you slice your enemies to the beat of music. The player wields a katana and will strike down his enemies. They will be placed in the center of the screen at all times. However, there are no movement controls. Instead, the only action the player can do is attack with their blade. Enemies will constantly surround him at all times and attempt to stop him. Instead of having buttons for light attacks or heavy attacks, the player must use their mouse movements to slice with their sword to strike each enemies' "weakness". There will be different enemy types and each type will have a different weakness to be sliced.

The game will feature a selection of levels that increase in difficulty as you progress. Each level will have different beats-per-minute (BPM), where a higher BPM leads to a faster paced combat and thus harder difficulty. By successfully slicing enemies on beat, the player is awarded points. These points will increase by a multiplier that increases the more they successfully and accurately slice on beat. Playing exactly on beat will allow for smooth and fluid gameplay. The player can still attack off-beat but will not get many points. Like many rhythm games, this game includes a "scoring" system. Hitting enemies in-tune to the beat will allow for large combos and thus higher scores.

Novel Idea

The novel idea behind our game is its unique and interactive game mechanics. Despite games having similar core ideas, an original game mechanic allows for a distinct experience that makes the game refreshing and addictive. Though we don't expect our game to be the most popular rhythm game, we believe that this novel mechanic will stand out.

We decided to deviate from the traditional rhythm game and go for a more novel approach. Our first novel idea is altering where notes, or in our case enemies, approach the player. Having enemies appear in the same part of the screen makes it easy to read and very predictable. Alternatively, enemies will approach the player from various entrances all around them. That way, it keeps the player on their toes as to where the next enemy might appear and recreate real-life combat. Another novel aspect to our game is how the player "plays" notes. Players pressing the corresponding keys on their keyboard is traditional, but not all that exciting. Instead, players will actively slice their enemies in-tune to the rhythm with the stroke of their mouse. This allows for a more immersive experience as it creates the idea that the player has become one with the samurai. In addition, we are also including the novel design of semi-free-flow combat. Typically, players are only able to play notes once they have reached a certain threshold. Though it makes sense from a musical standpoint, it doesn't make sense from a combat standpoint. Thus, once enemies appear on the screen, the player will be able to slice them at any point in time. Of course, there still will be music in the background in which the player should follow as slicing on beat is rewarded more points. This allows the player to bring the fight to the enemies instead waiting for the fight to come to them, making it all the more intense.

Combining all these aspects together, we want our game to be a refreshing experience in the rhythm gaming scene. It has a simple concept yet engaging style of play. It does not require a large time commitment for an enjoyable time. Instead it promotes short bursts of intense gameplay!

Outline of Gameplay

Setting



(From https://www.reddit.com/r/leagueoflegends/comments/iiro60/prestige_true_damage_yasuo_skin_spotlight/.)

The player is a groovy samurai minding his own business when all of a sudden, enemies pop up and try to steal his headphones. The player must defeat his foes through rhythm and sword strikes, otherwise his vibe will be ruined by his enemies. Each level is a different encounter with his enemies. The different music from each stage is the music he's currently playing in his headphones.

User Interface

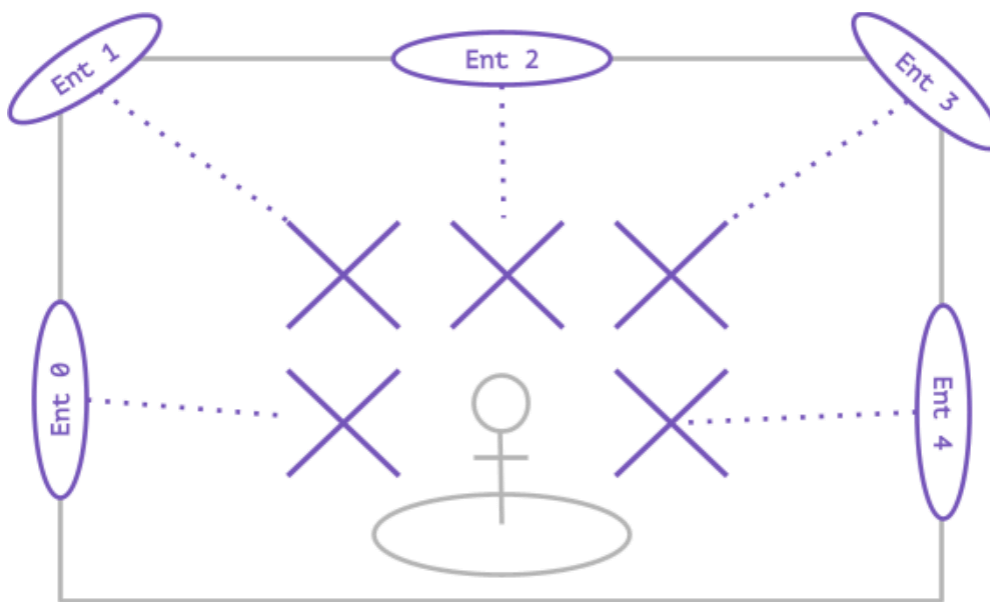


The outline of the game is very simple. Using a few illustrations we can explain what the player will be looking at. From the main menu (first picture) you can select a level through clicking the designated button and a drop down menu will appear. You can exit the game or alter settings such as volume and screen size. If the player selects a level, picture two and three describe what they can expect to see. A level consists of 3 major parts. Firstly, we have the player, The player stands in the middle of the screen and can not move. Secondly, we have enemies. They spawn from around the screen through various entrances. Lastly, we have the playable screen, the core concept of the game is to draw slash patterns to defeat your enemies, you can draw this pattern anywhere on the screen that is considered playable. The screen will also show a score multiplier, combo streak, cumulative points, all time high score in the bottom left and right corners as well. There will also be a “health bar” underneath the main character.

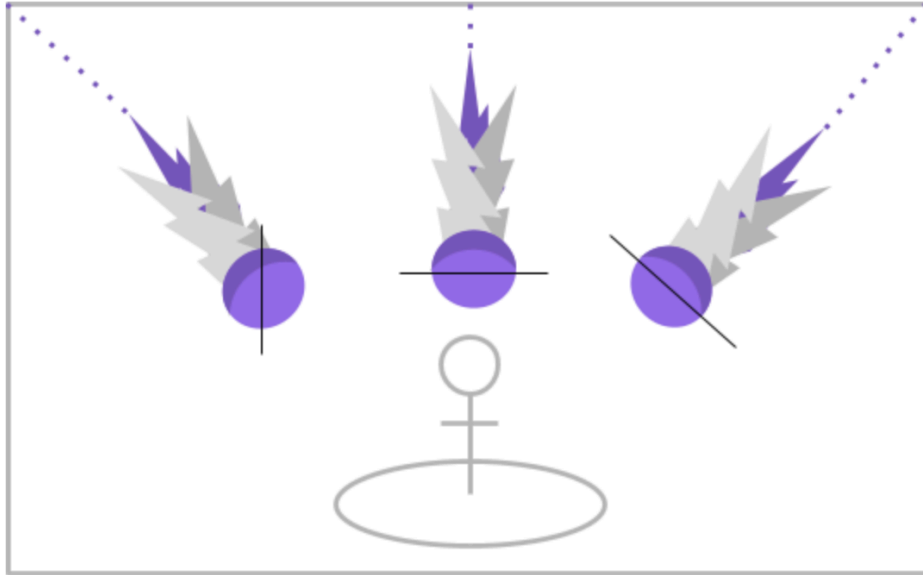
Macro Level

On a macro level, the goal of the game is for the player to beat the level with the highest score they can. The player will get higher scores by timing their attacks perfectly and increasing their multiplier. The game will come with multiple levels all incorporating non-copyright music at different beats and pace, the pace of the music will determine when the player should attack to earn the most points. It will also determine how many enemies spawn and what their levels are.

Micro Level



On a micro level, enemies will spawn from one of several “entrance portals”. The first picture above demonstrates an enemy coming from one direction towards the player.



The gameplay consists of the player drawing slash patterns anywhere on the screen on beat to the music to defeat their enemies. Each enemy will have its own unique slash pattern you must draw to kill it. There will be a short tutorial before you start a level for the first time explaining the slash patterns for each type of enemy common through all the level, and another “tutorial” pop up during each level that will explain the slash pattern for a new enemy limited to the current level that is about to spawn. You could defeat these enemies at any time by drawing the corresponding slash, however, you'll only earn the maximum points available if you slash on beat/rhythm to the music. If the player consecutively slashes on beat, they accumulate a combo streak with a score multiplier. And as the enemies reach you, you lose points. However, if too many enemies reach you consecutively, you lose the level at that point.

Tool Utilization

I. Development Tools

- Unity Game Engine
- C# Programming Language
- Visual Studio IDE
- Rider IDE
- GitHub
- SourceTree
- Discord

II. Graphic Tools

- OpenGameArt.org
- paint.net
- GIMP

III. Audio Tools

- GarageBand
- WonderShareFilmora

Group Coordination Plan

I. Roles

- Kaz
 - Primary Role: *Graphic Designer*
 - *Secondary Role: Software Developer*
 - *Tertiary Role: Audio Editor*
- Kanchan
 - Primary Role: *Audio Editor*
 - *Secondary Role: Software Developer*
- Vansh
 - Primary Role: *Software Developer*

II. Communication

To keep effective and proper communication with one another, we plan on using Discord as our method of communication. In Discord, we can utilize several channels to keep our planning and conversations organized. We will create channels specific to each key aspect of the game. These will include channels such as a “general discussion”, “to-do list”, “new ideas” and etc. We will meet twice on a voice call each week. One day will be at 6PM EST on Thursday, and the other day will be flexible to suit each other’s time and needs outside of school. We will give updates on each of our tasks, what we’re behind on, issues that came up, and more.

III. Timeline

Seeing as this project must be completed by the end of the term, we have set up a working timeline of 10 weeks. Within these 10 weeks we have decided on 2 week sprint cycles. Starting off with the first two weeks, we plan on working on the project together. This allows us to solidify what each of us want to see from the game. It will also allow us more time to familiarize ourselves with the engine and the language. Our goal for these first two weeks is to workout the core functions of the game as a team. For the remaining sprint cycles, we plan on splitting up and working on the levels individually. At this point, we recognize each other's expectations and understand what we are doing. The idea behind this is that we cover more ground without getting in each other’s way. Of course, if a team member is having trouble, we are always there to help out,

Droppable Features

I. Mechanics

We will focus on implementing the rhythm game as that is our novel idea but we want to attempt to implement the mechanic of semi-free-flow combat. This will be difficult, but if properly implemented, would allow for smooth and very engaging gameplay. If we are finding it too challenging, we will instead fall back on the traditional method of enemies reaching a certain threshold before they are hit. Another mechanic is adding a “bar” that will charge up the more you attack enemies. Once fully charged, the player can consume the bar to go into a “flow” state. The benefit the player would get from using it is not completely decided yet, but could be something like “freezing time”, or allowing the player to go into a frenzy where the BPM increases for a short duration, making the game harder, but giving the player an increased multiplier.

II. Types of Enemies

At base level, we will have one type of enemy that will easily be killed. We are planning on incorporating 3-5 different types of enemies. Each would have unique aspects. One example of a unique enemy could be a small enemy that “leaps” at the player at a very sudden speed. The player would have to react, and would have a smaller window of opportunity to slice it. Another could be a zombie that shoots bullets you have to reflect back with your slash to defeat. If possible, we’d like to add “boss enemy”, such as an enemy who also has a katana. You would engage in a 1v1 duel, in tune to the beat and would be more fast-paced for a short duration. Successfully beating the enemy would provide a big reward of points.

III. Number of Levels

The base game will come with three levels. We are hoping we will be able to develop 5 or more that would be more challenging than the first few. Another kind of level is an “endless mode” for one level. This means we would need to loop music and somehow cause the rhythm to keep going, while not getting repetitive.

IV. Miscellaneous

If we find that we have time, we would like various miscellaneous features that makes our game all the more exciting. Specifically, we would like to add modifiers to the pre-existing levels to make them more challenging. One modifier can increase the total BPM of the level. Another modifier can require 100% accuracy on a level. Possibly even an instant-fail mode. The possibilities are endless