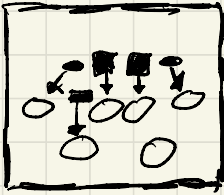


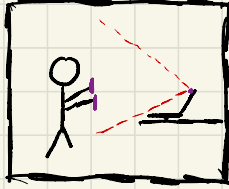

Storyboard



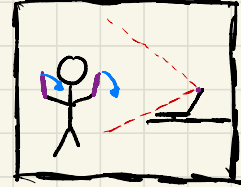
Shapes come at
You. Hit them when they
reach the guide circles



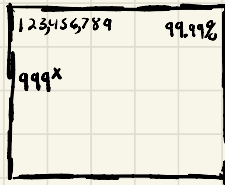
Calibrate controller(s) of
choice for sum to track



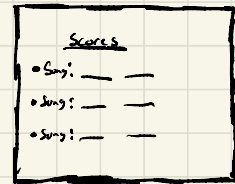
Move controllers around
to interact with game
objects



Keep up Combo
and accuracy to increase
score



Keep track of
scores



Experiment with
different songs

