One button rhythm game idea board

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Uses the space bar (One Button) to interact with the beat that plays

Scroll bar at the top shows when to hit the beat

Playing at a time closest to the beat awards a higher number of points.

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Simple art geometry. Soft corners. smooth “Toon” art style.

Simplified colours (tones of blue and mixes of reds)

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Quick ideas

Pictures of me and mark for a perfect score

For prototyping we can use royalty free music off the web

I will try my best to make a simple music track

PIRATE SHANTYS

###

Things to do

Menus

Level selection

Actual gameplay

Pause menu

Quit to menu function

Audio settings

Buttons sound (for menus)

Button sound for beat hit/miss

Save our beat maps as prefab files

In the prefab you can change what music plays on spawn and changes the order of incoming beats

No late timings/early timings if you hit it, you hit it

Lose score if you hit with nothing

Plus, score if you hit while something.

Long notes