Party of the Drumancer

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IDEA/CONCEPT

ROCK BAND STYLED EDUCATION-ORIENTED GAME FOR LEARNING HOW TO READ SHEET MUSIC AS WELL AS PLAYING DRUMS

GENRE

IT WILL BE A MUSICAL DRUMMING SIMULATOR, INSPIRED BY GAMES LIKE "ROCK BAND" WITH A DIDACTIC APPROACH.

⭐ SINGLE PLAYER
⭐ INTERACTIVE LEARNING

STORY AND CHARACTERS

THE MAIN CHARACTER OF THE GAME WILL BE A HOODED NECROMANCER WHICH USES DRUMS TO RESUSCITATE THE DEAD.

HIS OBJECTIVE IS TO CREATE THE BIGGEST UNDEAD PARTY THE GRAVEYARD HAS EVER SEEN.

HE DOES THIS BY PERFORMING SONGS OF VARYING GENRES, AND THE BETTER HE PERFORMS THE MORE WILL HIS AUDIENCE GROW IN BOTH VARIETY AND NUMBER.

GAME MECHANICS

NOTES WILL APPEAR ON A PARTITURE THAT WILL CROSS THE SCREEN

IF THE PLAYER PRESSES THE CORRECT KEY OR DRUM AT THAT THE ADECUATE TIME IT WILL GIVE THEM POINTS.
A BIT EARLY OR A BIT LATE WILL GIVE THE PLAYER SOME POINTS, VERY EARLY OR LATE WILL GIVE A SMALL AMOUNT OF POINTS.

PERFECT

NEXT ➡

WHEN A LEVEL IS COMPLETED, IF THE MINIMUM SCORE IS REACHED THEN THE PLAYER WILL BE ABLE TO MOVE ON TO THE NEXT. THE USER WILL HAVE TO REPEAT THE SCORE IF THE MINIMUM POINTS ARE NOT REACHED.

ART STYLE AND UI

THE GAME WILL HAVE A "PIXEL ART" STYLE, TO CREATE
EASY TO PRODUCE, YET HIGH QUALITY ASSETS

THE UI WILL BE FRIENDLY AND SIMPLE,
SHOWING THE PLAYER HIS CURRENT SCORE