



# Rhythm Raiders Systems Analysis

Abby, Bob, Chris, David, Emma, & Fred

# The Story of Rhythm Raiders



A bard wakes up in a tavern and the bartender demands that he pays his tab for the previous night. Since the bard is out of money, he agrees to clear out the monsters living in the tavern's basement in exchange for having the tab cleared.



# The Story of Rhythm Raiders



In the basement, he finds all sorts of monsters but as he has no fighting ability all he can do is play his instruments to escape them.



# The Story of Rhythm Raiders



He comes to find a large room with a terrifying monster, but he is able to outwit the monster by solving a puzzle. The other monsters flee after the boss is defeated thus the basement is cleared and the bard is a free man.



# Scene 1: Load-up to Main Menu



Dialogue:  
None

Action:  
Selection of starting  
main gameplay,  
viewing levels, or  
viewing directions

Notes:  
Subtle background  
music  
No sounds or effects  
Simple 2D menu



## Scene 2: Load-in to Tutorial



### Dialogue:

Story Dialogue and Text  
explaining controls, e.g. press left  
arrow key to move left

### Action:

Player controls character, interacts  
with NPCs, & picks up instrument

### Notes:

Top-down perspective  
Music theme plays

# Scene 3: Load First Level



Dialogue:  
None

Action:  
Add player to scene  
Load traps  
Add monsters

Notes:  
Background music





## Scene 4: Navigation through Maze



Dialogue:  
None

Action:  
Player controls character,  
progressing through the maze

Notes:  
Walls may change  
Top-down perspective  
Music theme plays





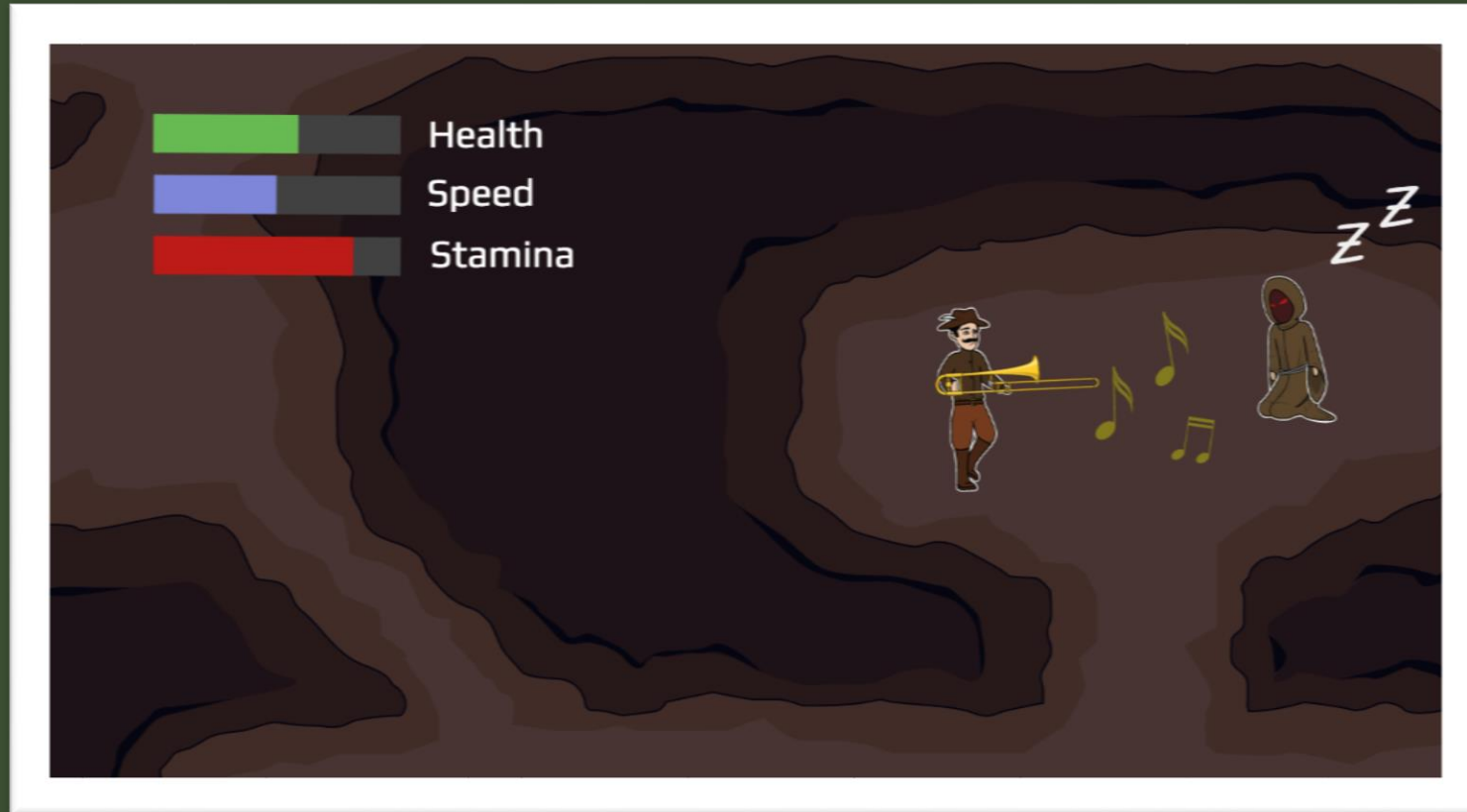
## Scene 5: Enemy Attacks

Dialogue:  
None

Action:  
Enemies engage character,  
roaming through the maze

Notes:  
Walls may change  
Top-down perspective  
Music theme plays

# Scene 6: Activation of Weapon



Dialogue:  
None

Action:  
Player uses instrument to stun  
enemy

Notes:  
Stamina decreases with use

Top-down perspective

Music theme plays

Sounds correspond to  
instrument projectiles

# Scene 7: Starting a Boss Encounter



## Dialogue:

Boss has brief  
interaction with player

## Action:

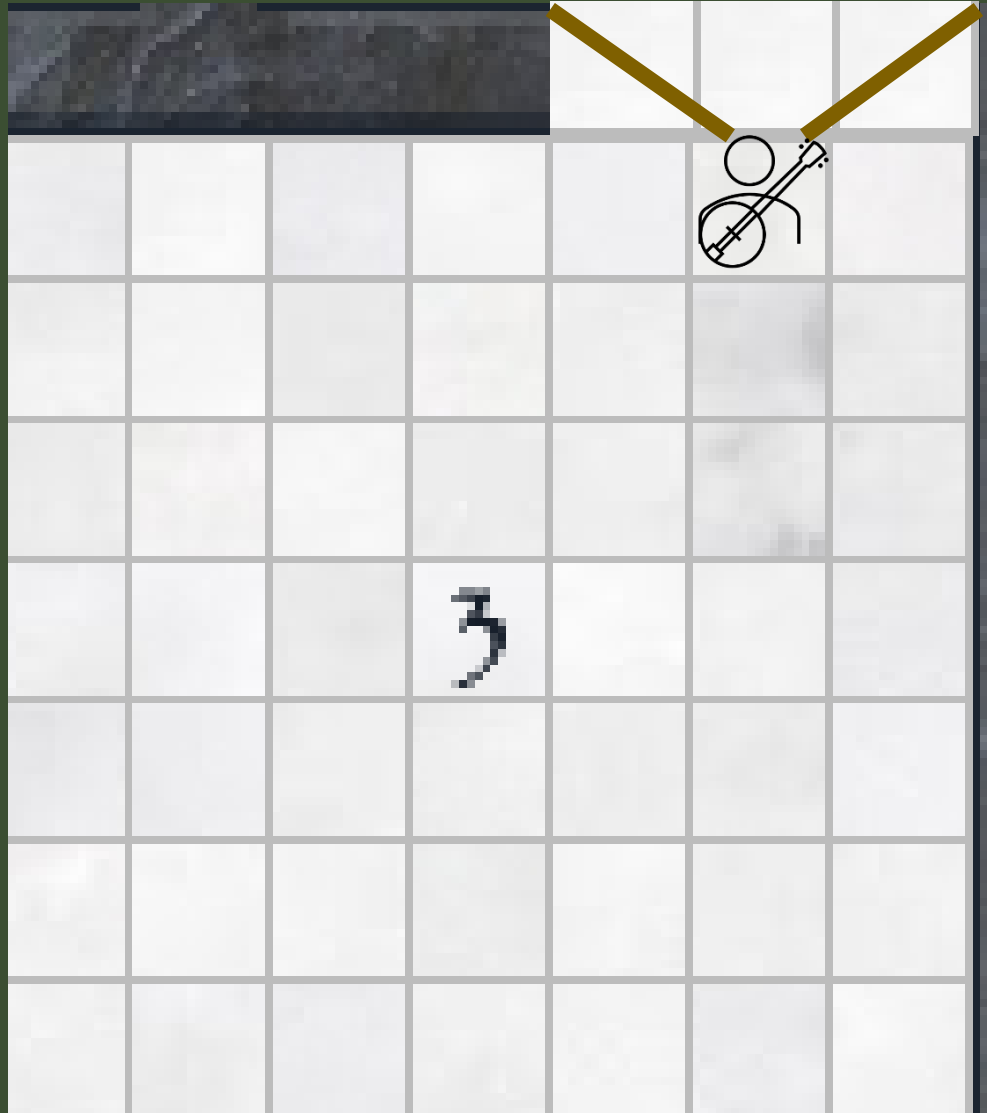
Place player and boss  
on map

Initialize boss AI

## Notes:

Boss music starts  
playing

# Scene 8: Load Next Level



Dialogue:  
None

Action:

Triggered when player steps  
through door/ladder/stairs

Screen fades to black

Screen fades back in with the  
next level

Notes:

Game theme music



## Scene 9: Win Condition Triggered

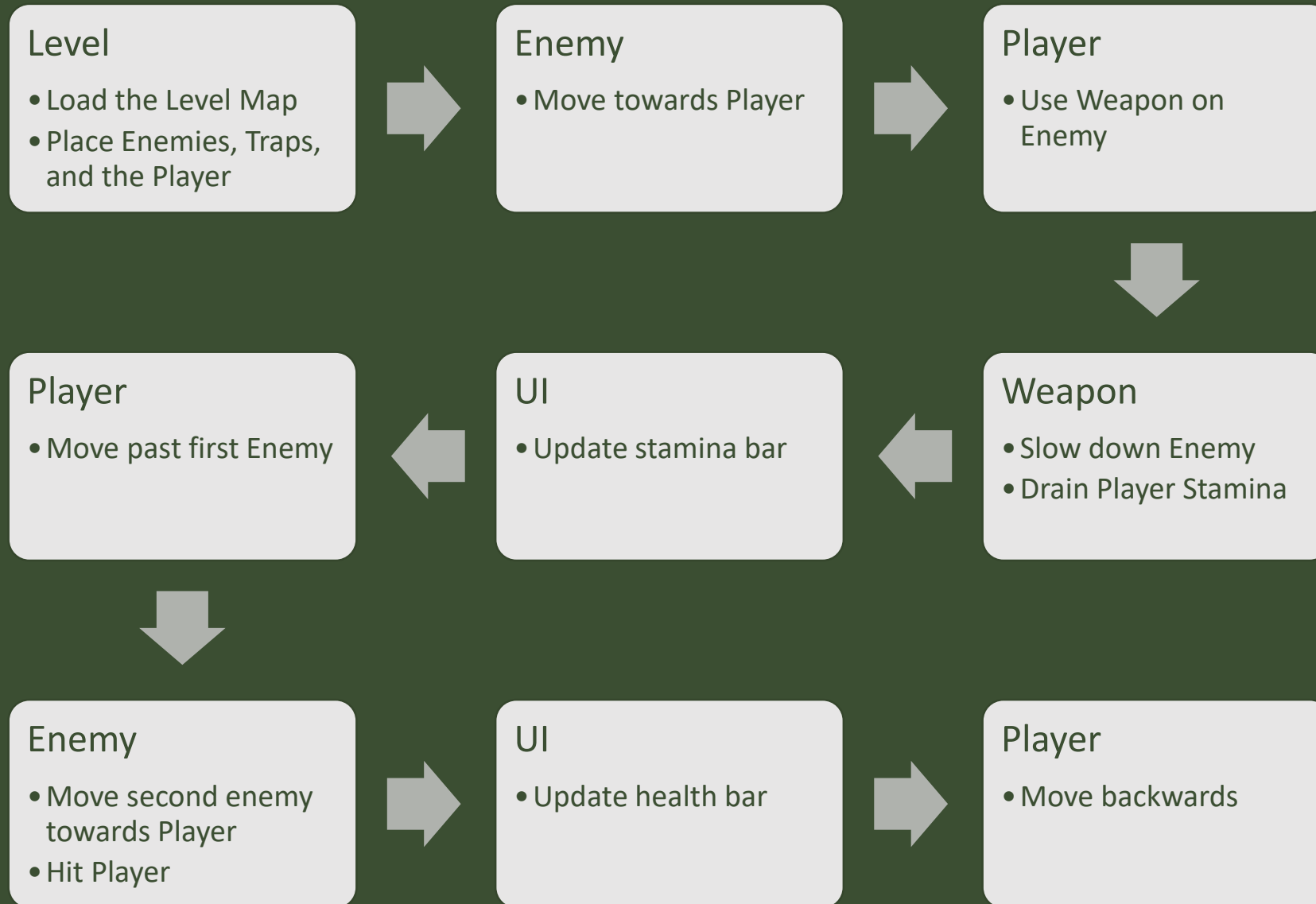
Dialogue:  
None

Action:  
Selection to restart gameplay

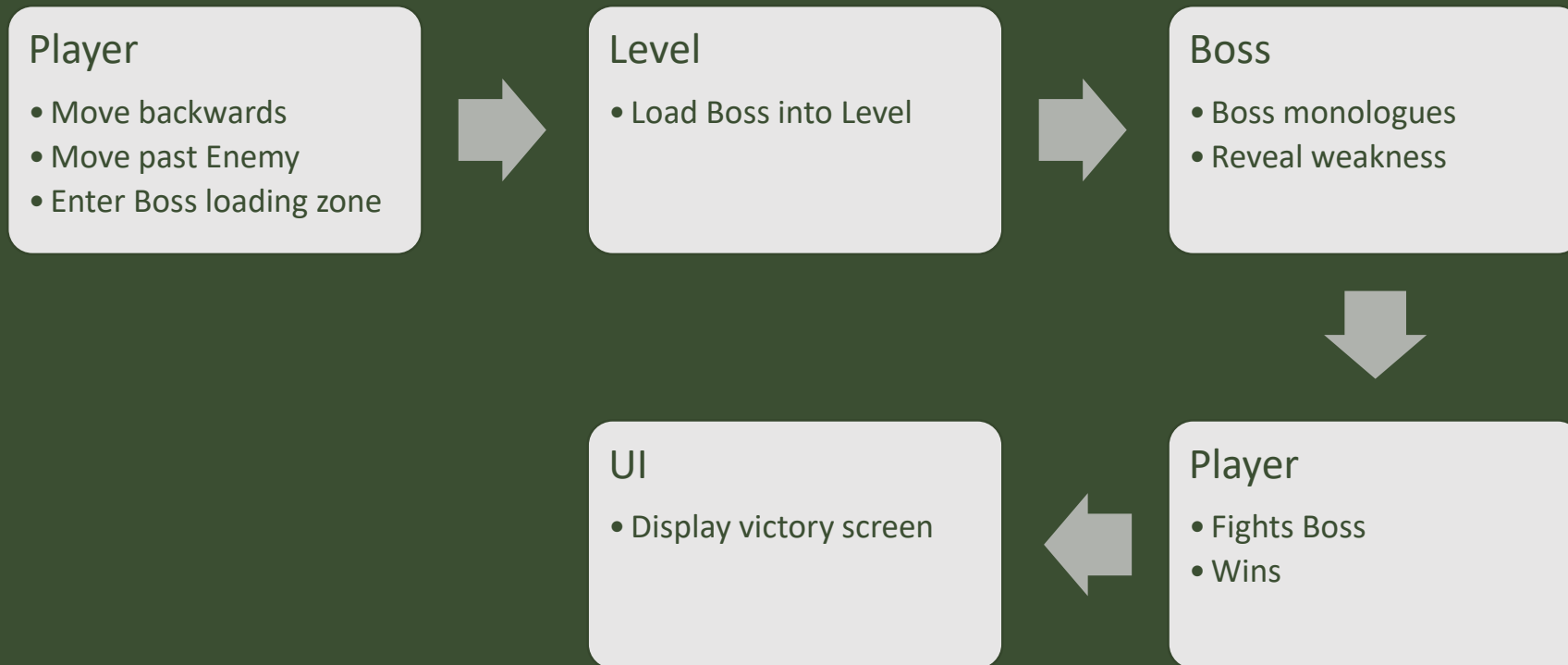
Notes:  
Subtle background music  
  
No sounds or effects  
  
Simple 2D menu



# Global Use Case



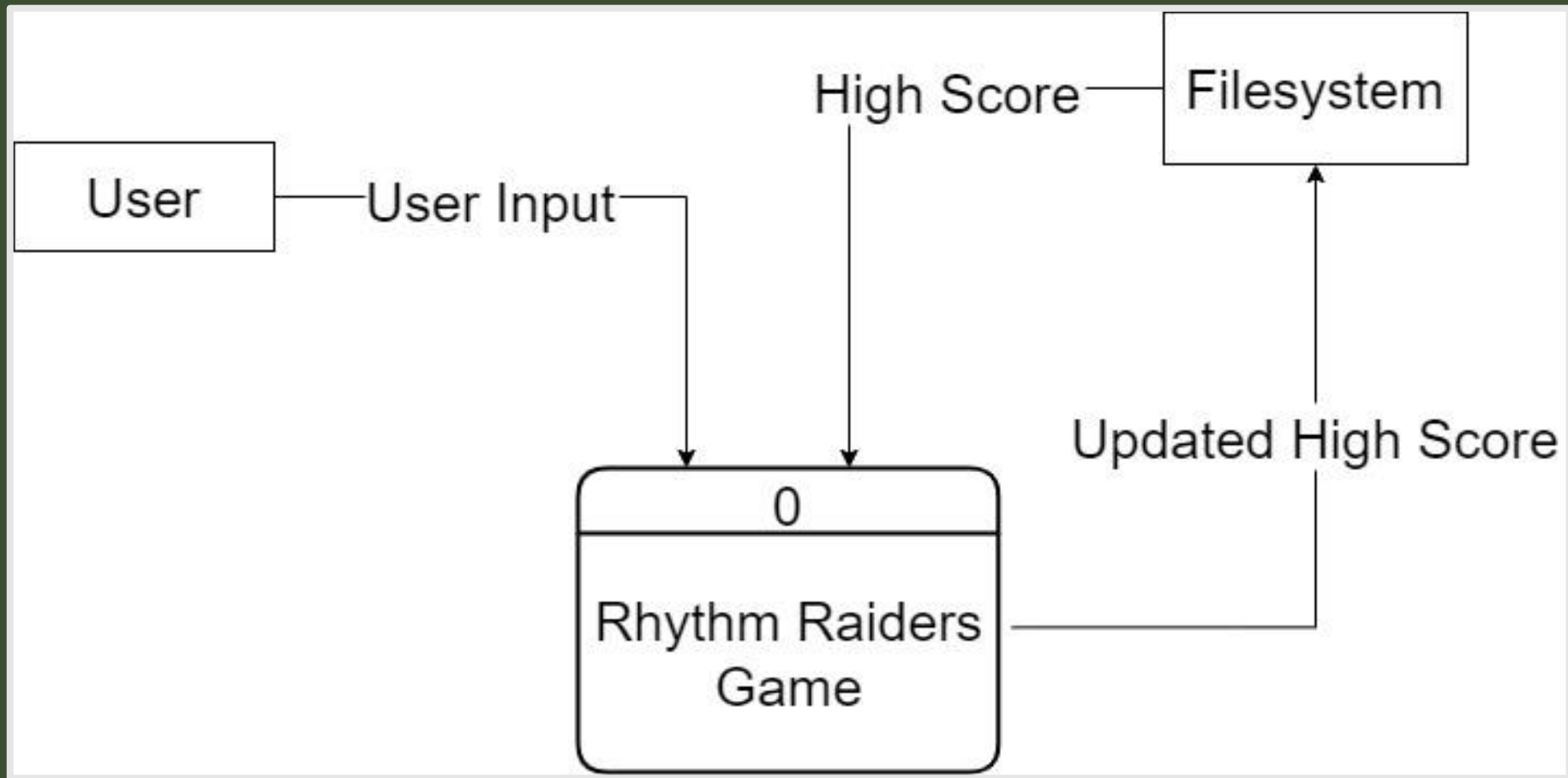
# Global Use Case (cont.)



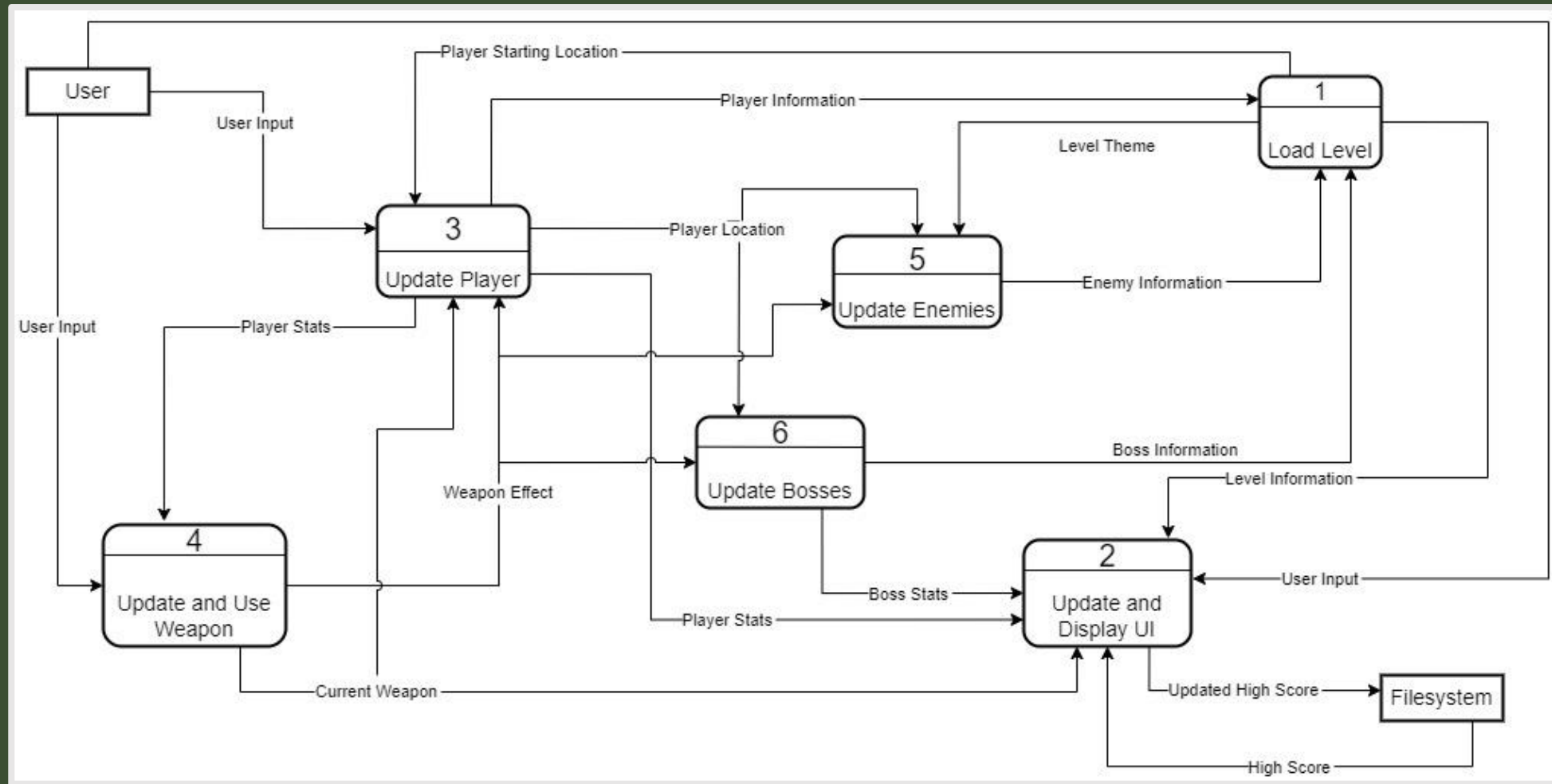




# Rhythm Raiders Context Diagram



# Rhythm Raiders Diagram 0





# Individual Use Cases

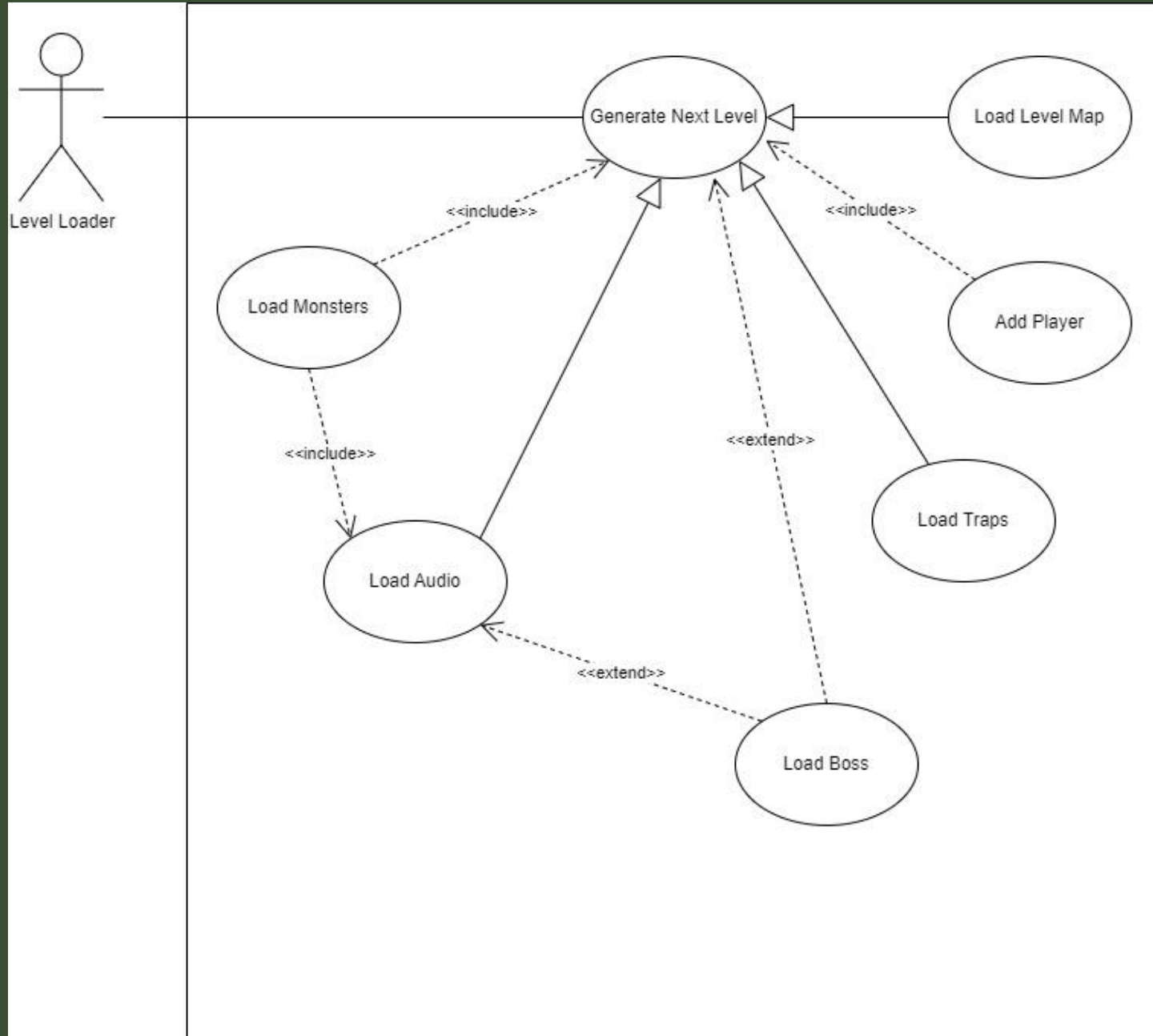


# David – Level Design

- Loading new scenes
- Placing Enemies
- Adding Traps
- Background Music and Ambient Sounds
- Priority:
  - High – The level provides a space for
- Complexity:
  - Lower complexity

# David

## Use Case



# Chris: UI & HUD



## Purpose:

Allows user to begin, pause, navigate the levels of, review the directions for, and restart the main gameplay

Conveys active statuses of character during gameplay

## Priority: Low

Supplementary feature to enhance user experience

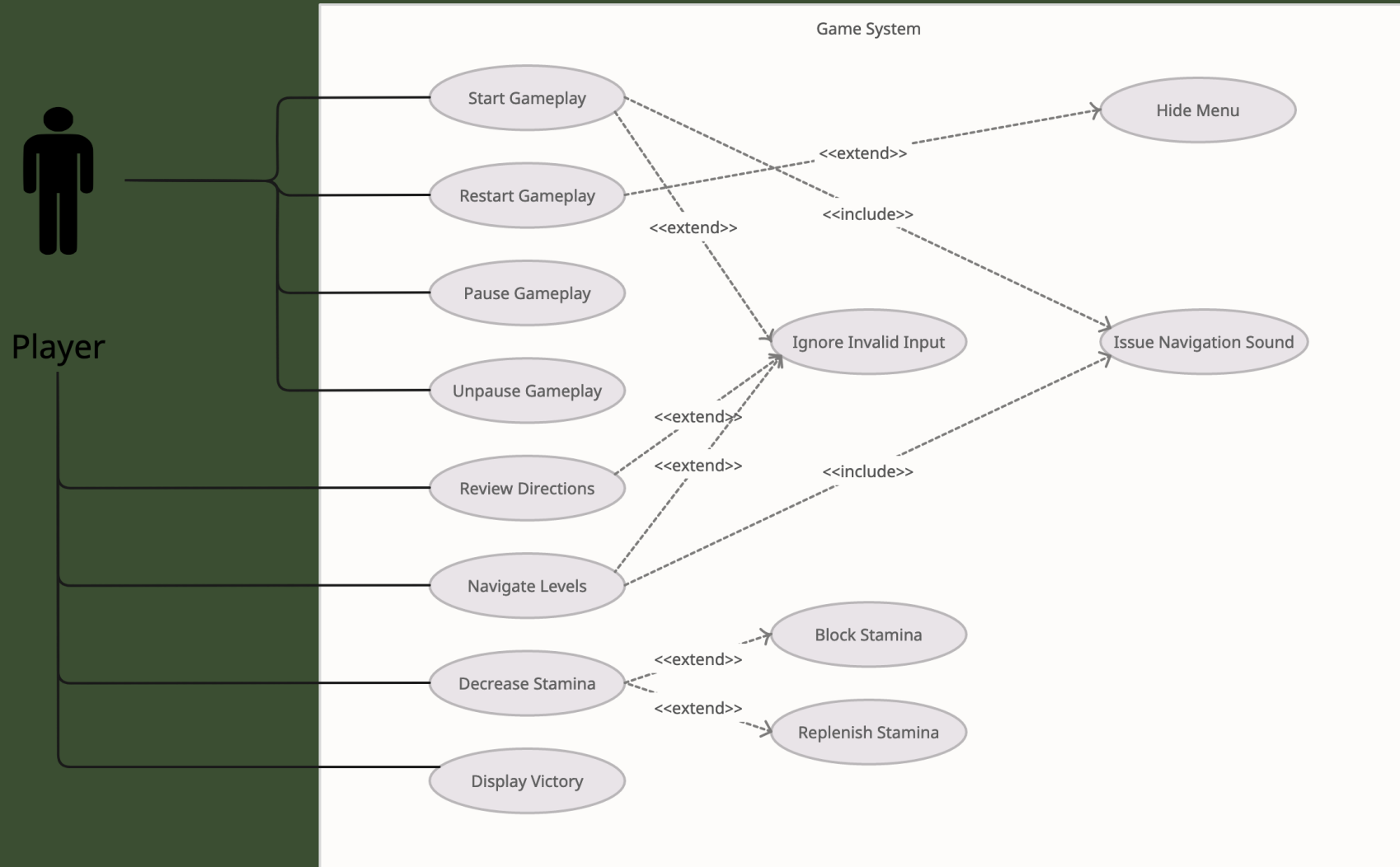
Game functions without

## Complexity: Simple

Cookie cutter menus & buttons

Basic variable querying & tracking

# Chris: UI & HUD



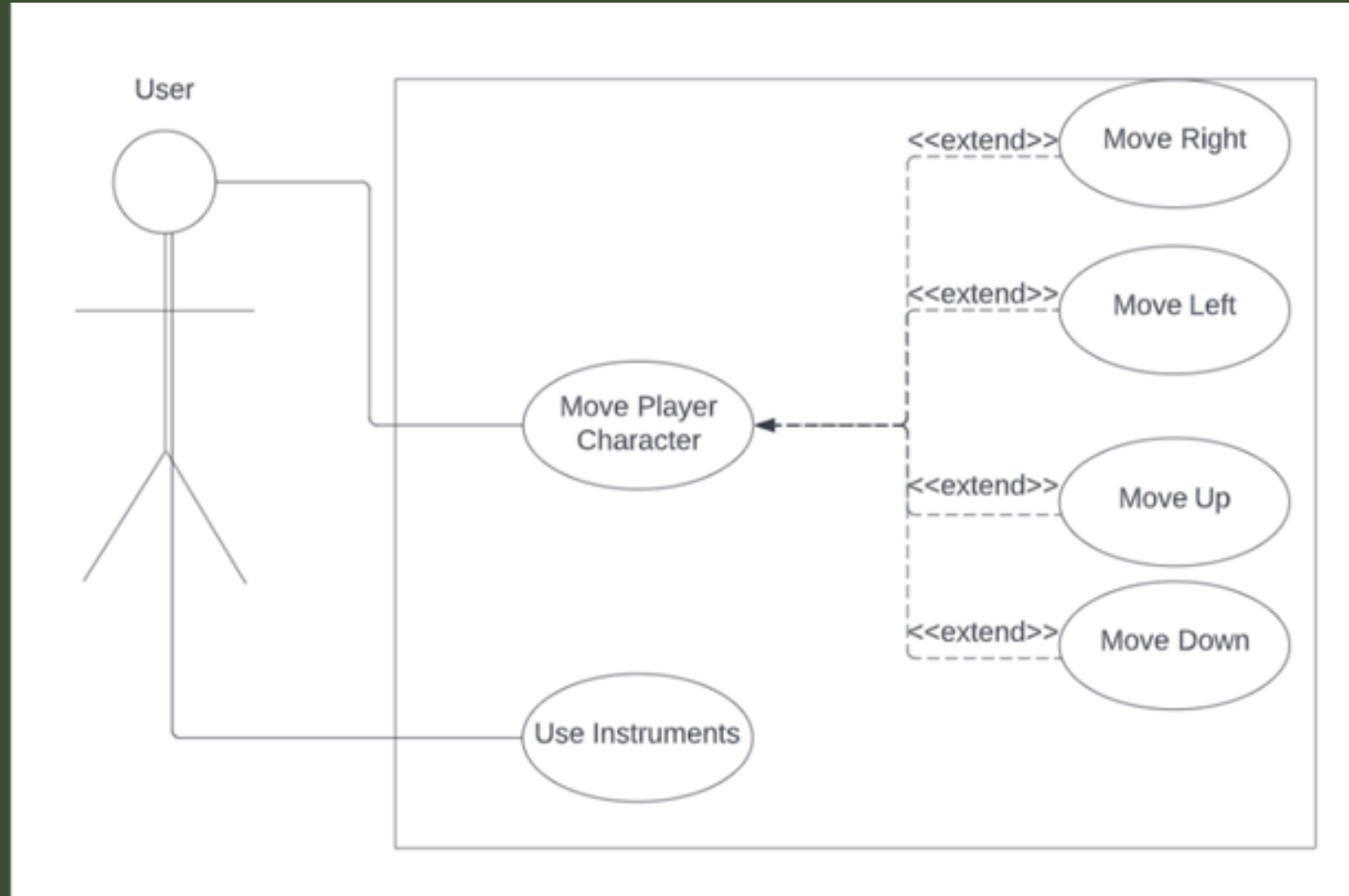


# Bob- Characters



- Implementing all non-enemy characters in the game.
- Includes the playable characters and NPCs.
- High priority
- Medium complexity- Many interactions but most are straightforward

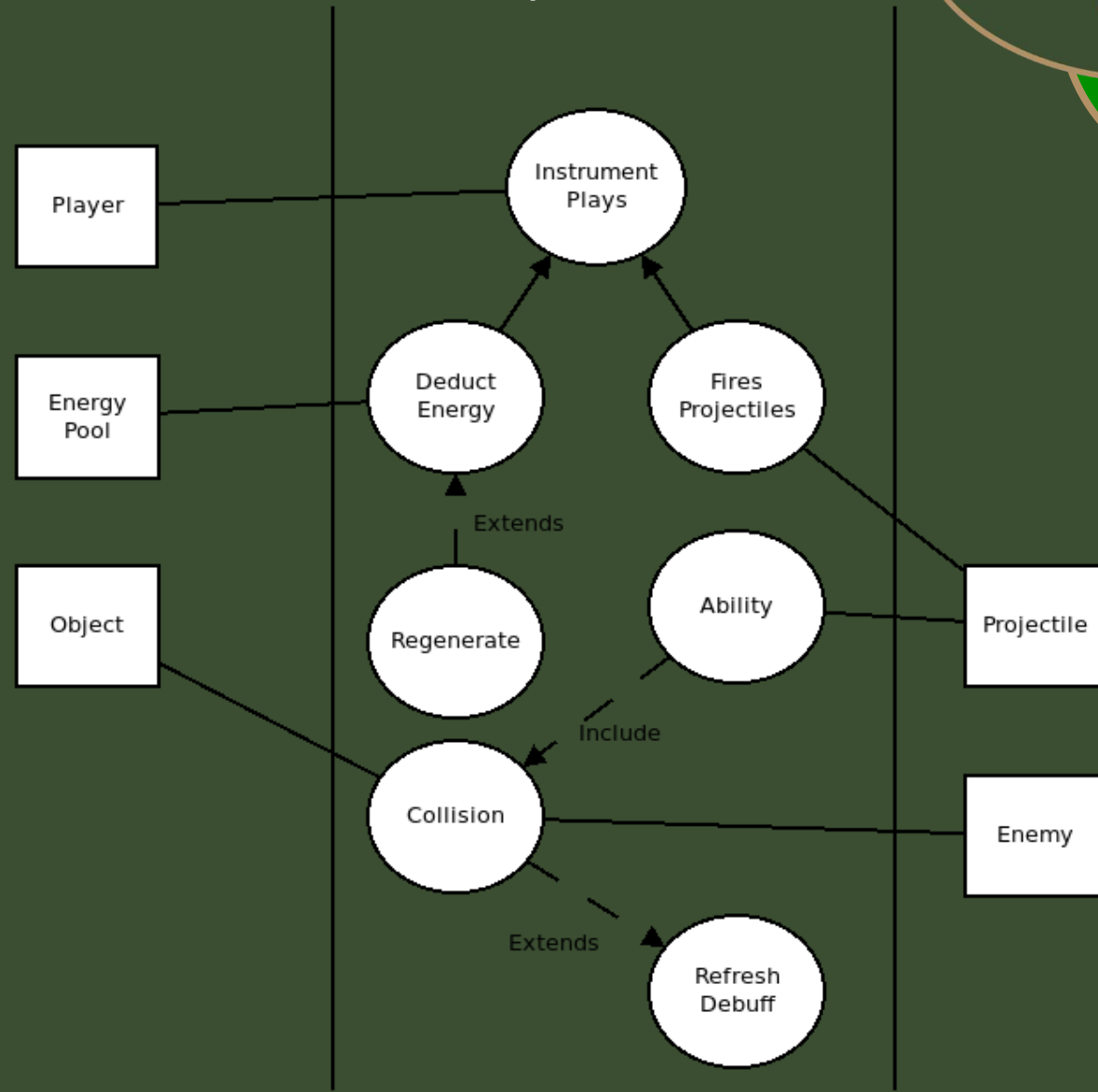
# Bob- Characters



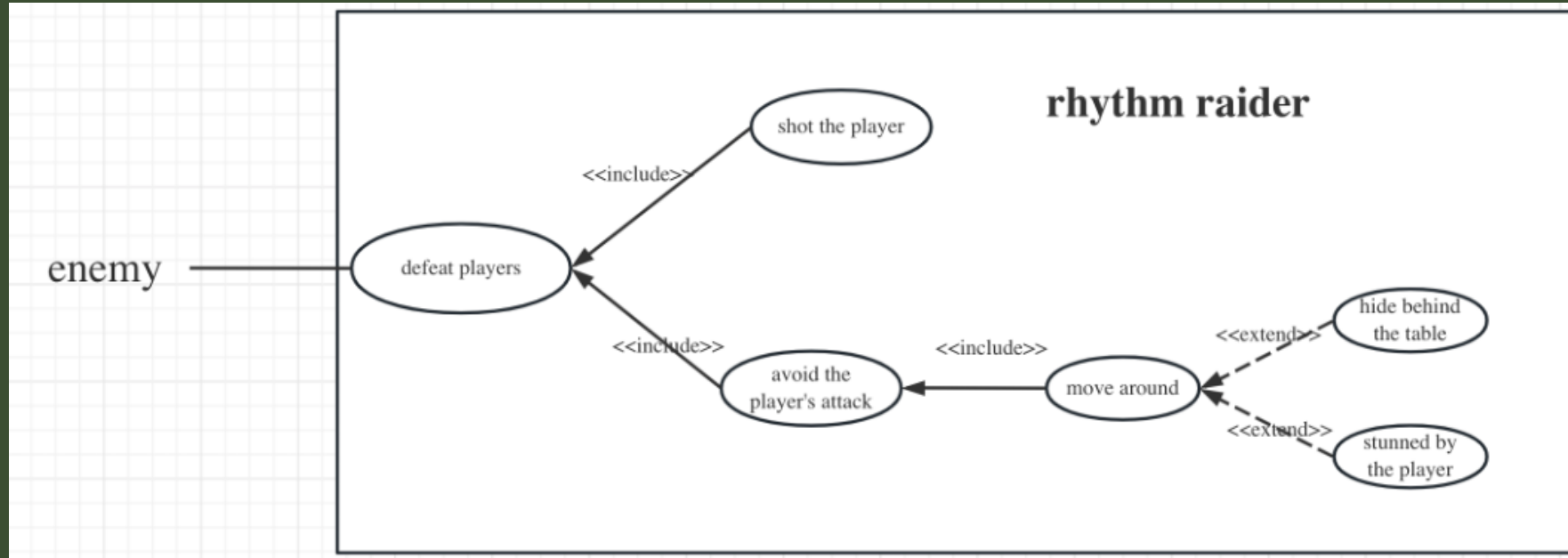


# Fred - Weapons (Instruments)

- High Priority : Medium Complexity
- Add multiple weapon types
- Give each weapon unique effect



# Emma



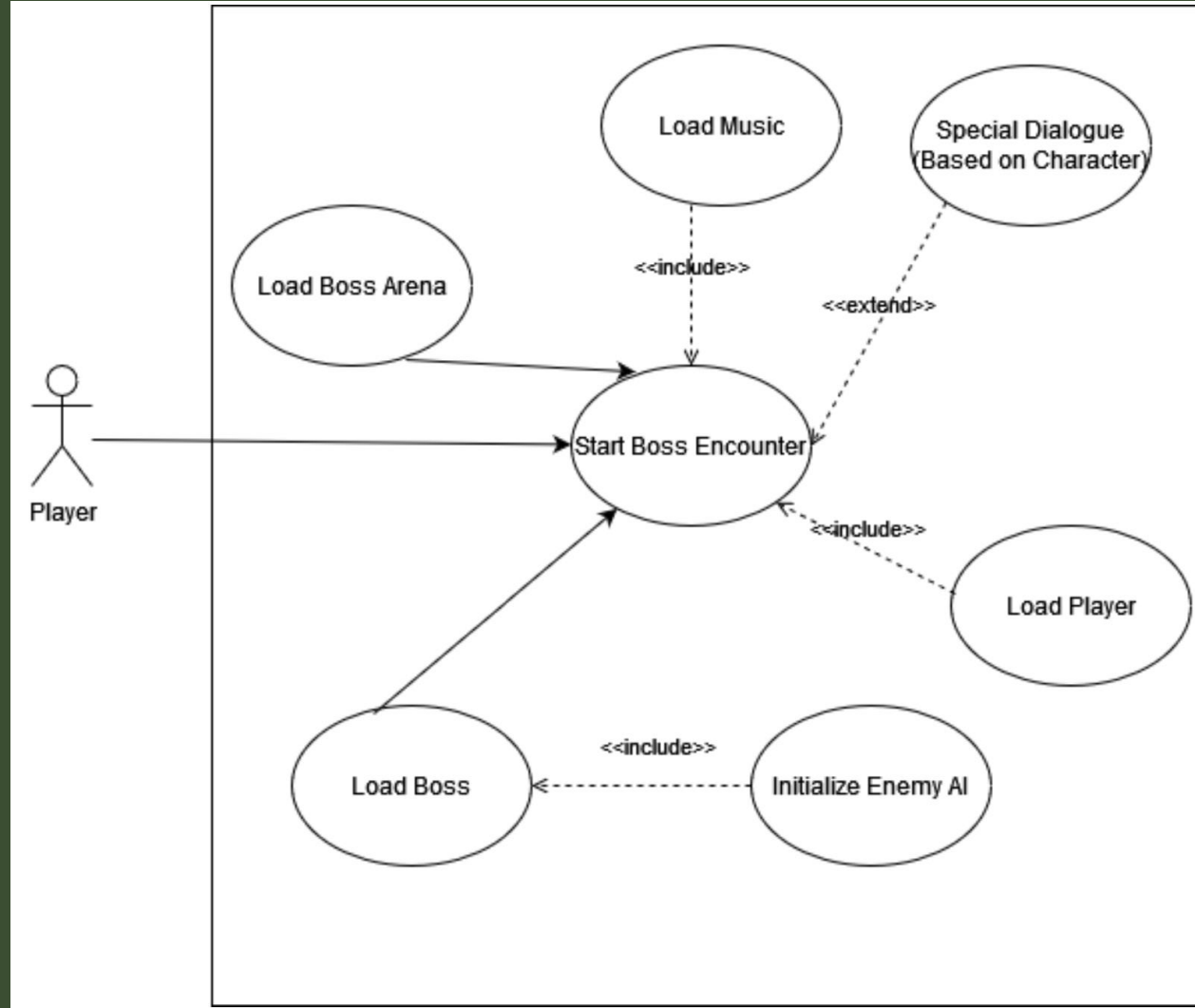
1. **Introduction:** 3 kinds of enemies, they can defeat the player and avoid attack from the player. The enemy can move and can hide behind some place
2. **priority:** high priority
3. **Complexity:** I think it is very complexity for me, because I am very new to Unity and video game.



# Abby – Bosses

- Bosses – Larger enemies at the end of each level. They have unique assets, arenas, and music.
- Priority – Bosses are a high priority feature
- High complexity, implements features and data from every other team member.

# Abby – Bosses Cont.





Thank you!  
Questions?