

In a Song

- You make the music
- If the music stops you lose
 - ↳ keep the music playing by doing tasks
- Level lasts 1 song → rhythm game, stay alive
- You win when the music stops
 - ↳ you stop it
 - ↳ you last long enough
- Every level adds a layer to the song
- Every object is a layer to the song and you have to get rid of the objects

Shapely

-
- 4 3 1

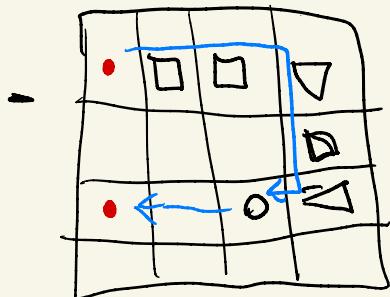
↳ Different power



- Change shape \rightarrow -

- Place shapes down

↳ to make a path



- Squares are paths
- Triangles change directions
- Circles stop for one turn

Two Buttons

- Move left and right

- Select two options

↳ Red vs Blue



- left click, right click

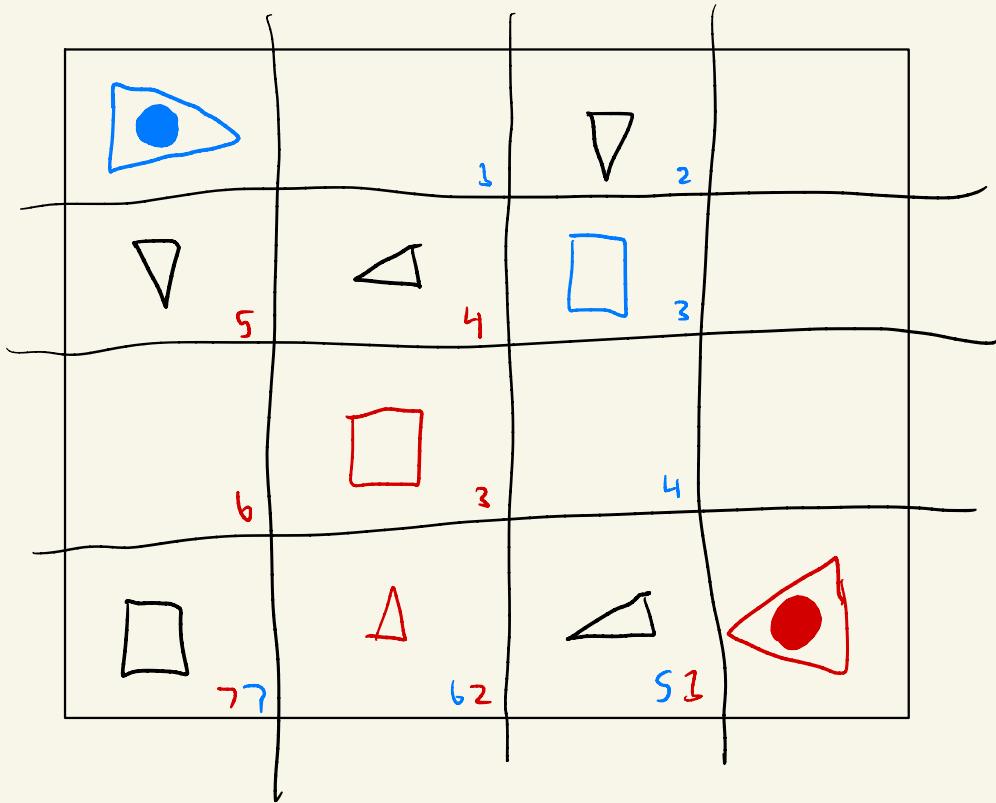
↳ place, delete

↳ move, interact

- Drag, drop and interact

Song + Shapely + Two Buttons

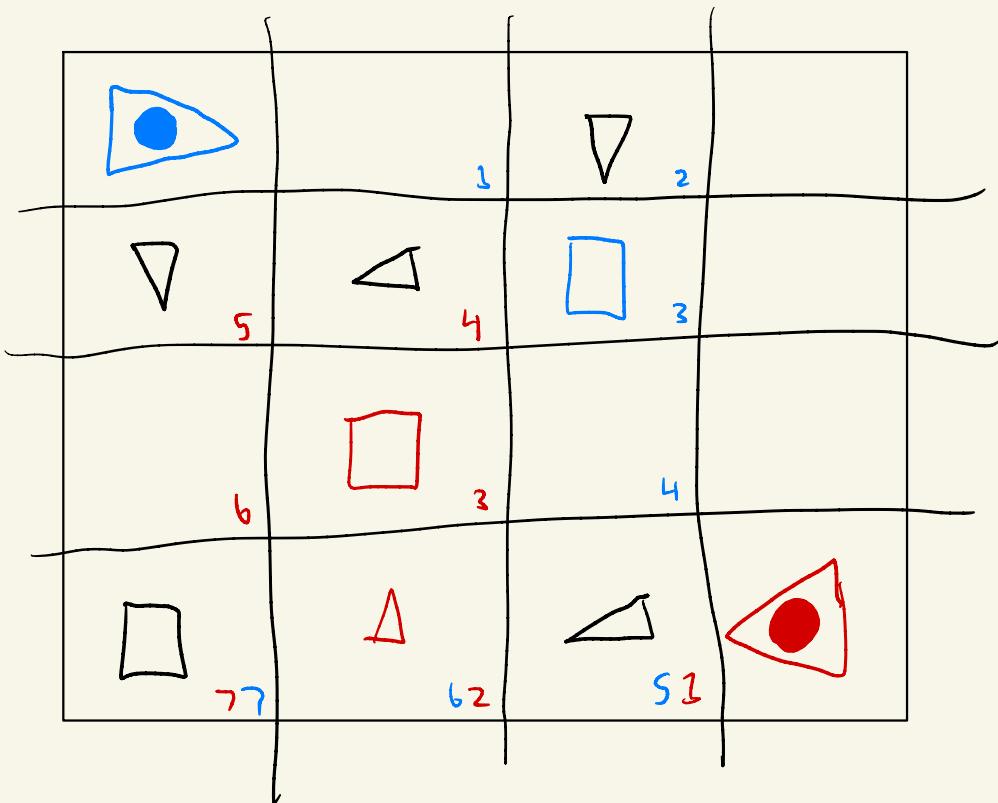
Stop the music



- Music stops when circles combine

- Change color of triangles to only allow that color to pass through
- If circles combine other than goal you lose

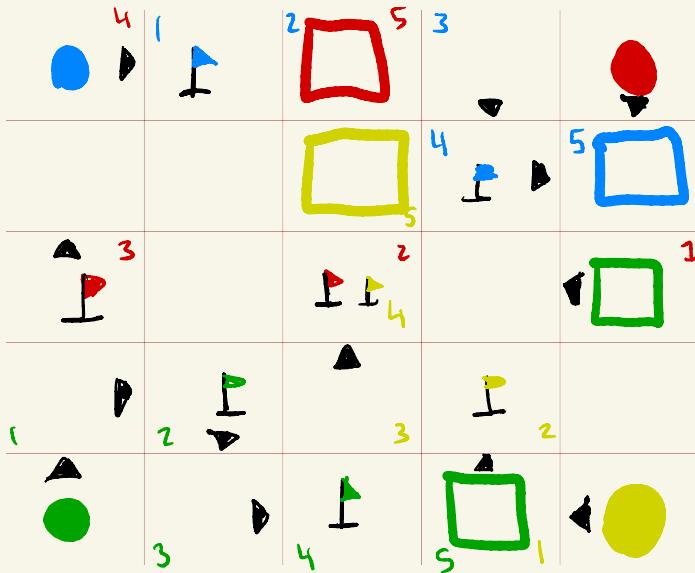
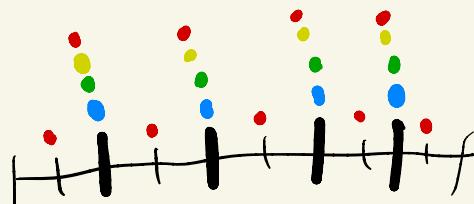
Check points



- Colors must go through their check point before reaching the goal

Gameplay

- Multiple levels
- Every level has a grid



- All circles must land on their own square at the same time
- If circles cross paths you lose
- Circles have to pass their checkpoint

Blue - Moves once every beat] - normal movement - If a circle hits a wall you lose

Red - Moves twice every beat

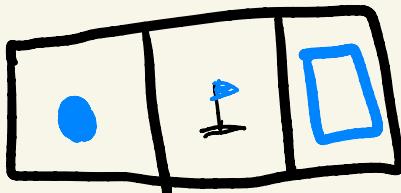
Green - Leaves a trail behind that others can't cross

Yellow - flips arrow when passes square

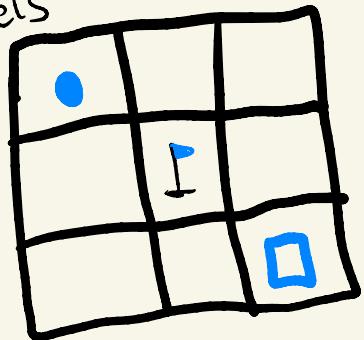
- Arrows can be black for all circles or colored for specific circles
- One arrow per tile

Tutorial

Blue



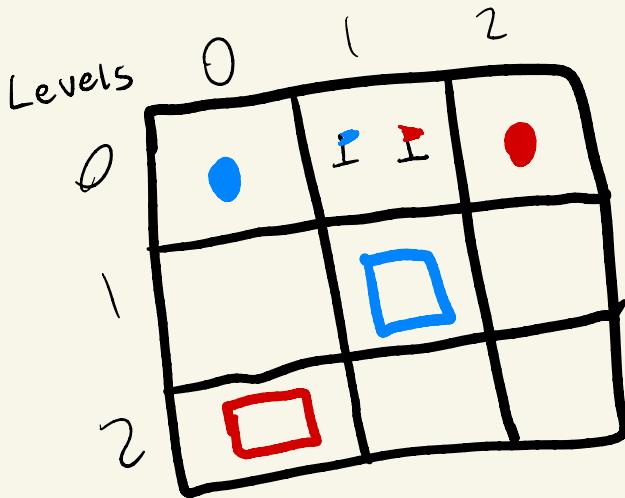
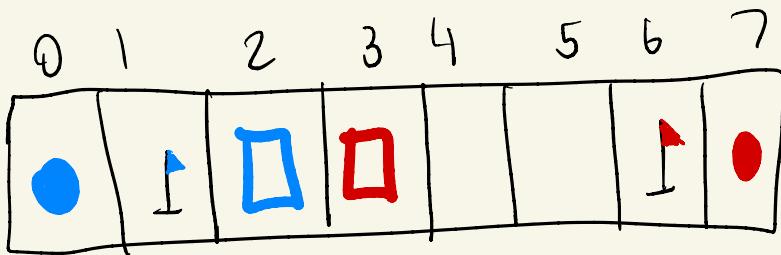
Levels



Tutorial 1

Red

① P □□ - P - ①



Tutorial

Green

	0	1	2	3
9			8	
1	6			7
2	2	4	5	6
3	1	3	6	7
	2	4	5	6

Tutorial

Yellow

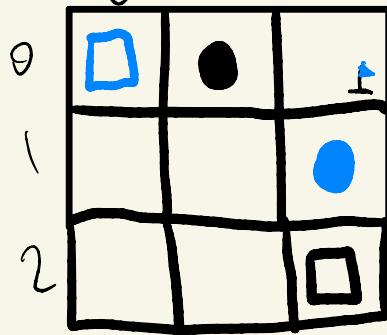
	0	1	2
0	█	●	
1		█	█
2		█	●

Levels

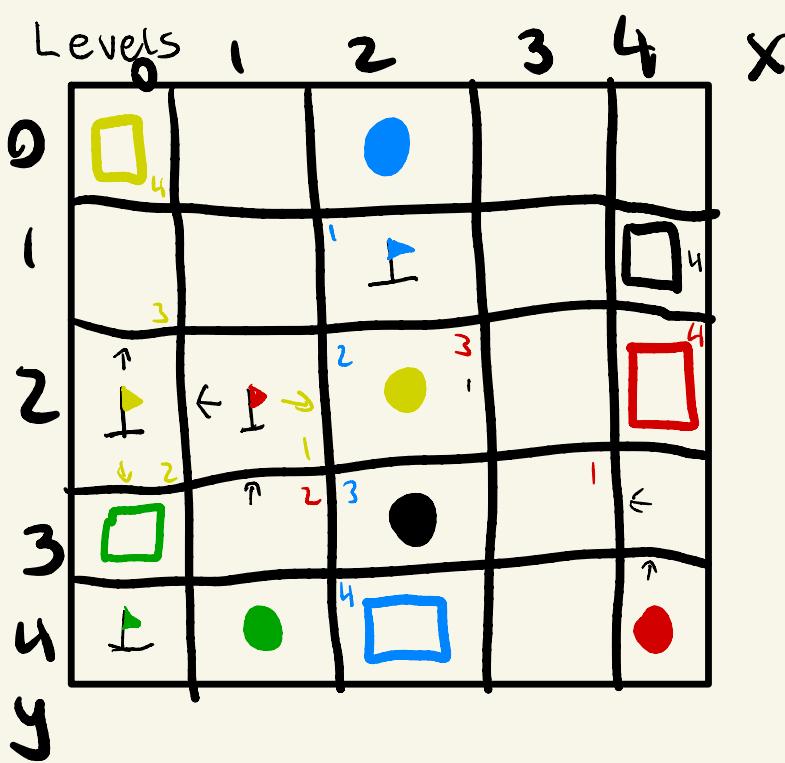
	0	1	2	3
0		█		
1	█	█	█	
2	█	●	●	█
3	●	█	●	█

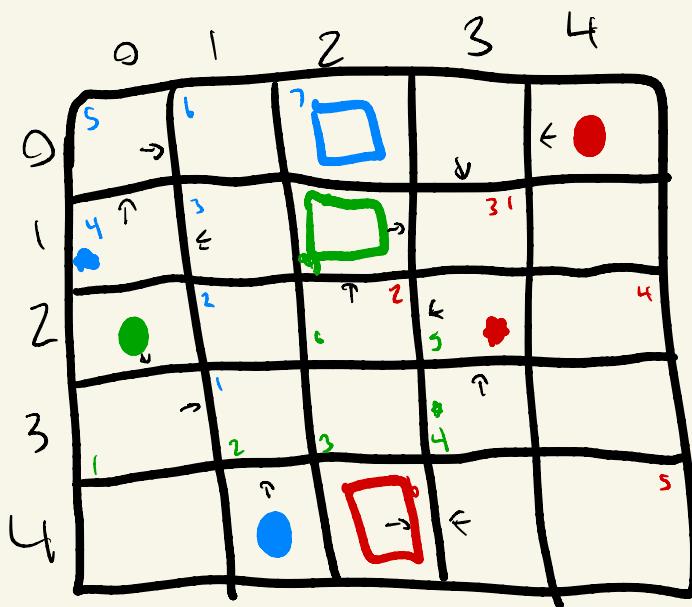
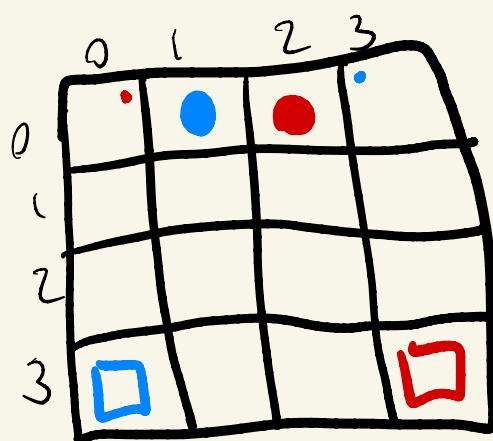
Tutorial

White 0 1 2



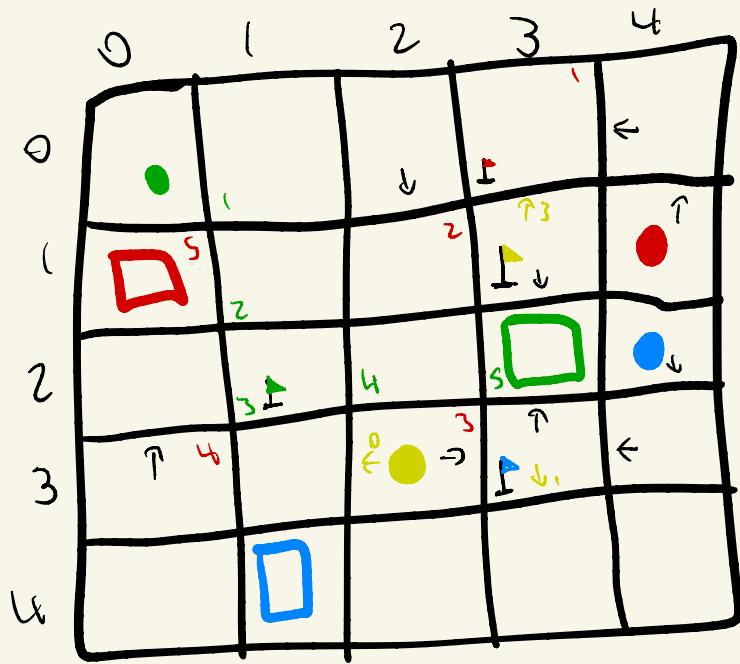
Levels

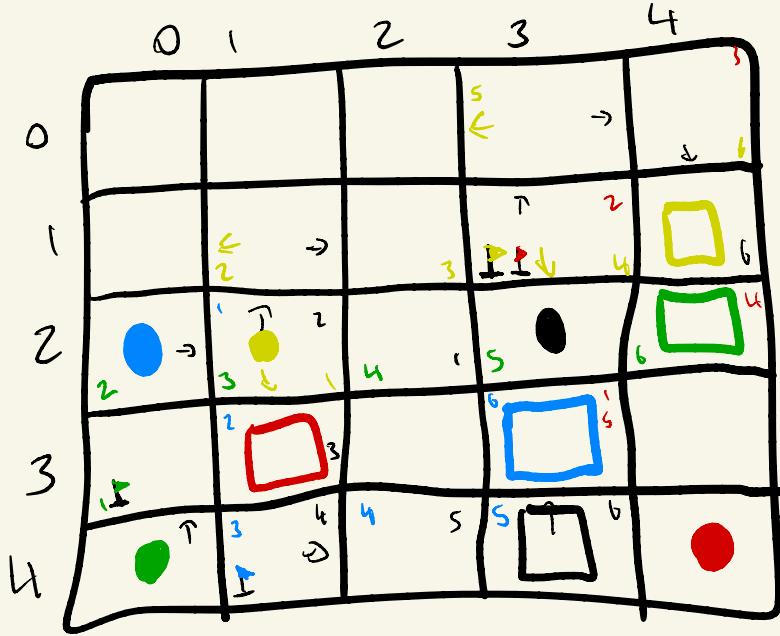




	0	1	2	3	4
0		7 ↓	6	5 ←	
1		8 ↓	3	4 ↑	
2		2 →	1 ↑	3 ←	2 ↓
3		1 ↓	0 ↑	0 ←	1 ↑
4		2 →	3	4	5 ↑

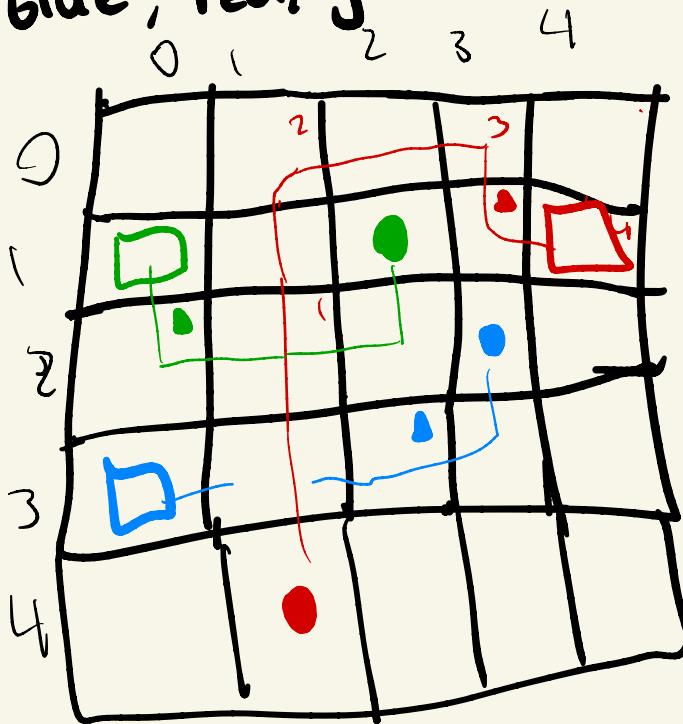
	0	1	2	3	4	5
0		□				
1						□
2			1 ↓			
3		1 ↓		1 ↑		1 ↑
4						□
5						





Level 2-2

-blue, red, green



Level 2-3

-Blue, red, green

