Project Symphony – Game Design Document

Submission for Global Game Jam 2022

**Overview**

**Theme**Duality

**Targeted Platforms**PC

**Influences**  
Muse Dash  
Dance Dance Revolution  
Just Dance 4  
Yakuza Karaoke

**Project Description**

**Brief Description**  
Rhythm Game, the player’s objective is to press appropriate buttons in succession according to the rhythm.

**Elaborate Description**The player’s objective is to press appropriate buttons in succession according, which is defined by the background music, and build up points where successful keypresses will add to the total score. Consecutive successful keypresses will also increase a score multiplier, encouraging consistency.

**Project Scope**

**Deadline**

**Team**- Shreyas Datta  
- Antariksh Mukherjee  
-Ayushman Chakraborty

**Software Used**

* Unity 2020.3.21f1
* GitHub + Desktop
* Visual Studio Community 2019

**Project Components**

**Assets**

* Made by Antariksh Mukherjee on Photoshop and Illustrator.
* Music and compositions done by Ayushman Chakraborty.

**Mechanics**

Hit the notes with the correct ‘Arrow-key’ response.

Get feedback and points scored based on the accuracy of the arrow input according to the beat.

Harmonize with your other self, and complete segments in sync! With our take on the genre, we tried to spice things up a little bit, which shall attempt to test the coordination of both hands!

**Deployment**

The code has been uploaded on github.

Github Repo link: [https://github.com/ShreyasDatta/GameOff202 1](https://github.com/ShreyasDatta/GameOff202%201)

Game hosted on the Itch.io and Global Game Jam 2022 platform.

https://shreyasdatta.itch.io/proj-symphony