Game Design Structure nach Fullerton

- Player

Player vs Game

- Objective

Alignement(?) or Capture(?)

Player needs to hit the incoming signals on time until all lives are lost

- Procedures

  - Who: one player uses the procedures

  - What: hit corresponding arrow key on a certain timing

  - Where: on screen/ playing field

  - When: time or level gated?

  - How: input via arrow keys on keyboard or joystick (DMI-Cade)

  - Starting action: start game by pressing button

  - progression of action: use arrow keys or joystick to hit the correct direction on time

  - special actions: ?

  - resolving actions: game ends by losing all health or clearing the stage (?)

The player stars the game by selecting a level or just by pressing start. Then the player needs to hit the correct direction on time to score until the level is done or the player loses by missing the timing

- Rules

    - Rules restricting actions: ?

    - rules determining effects: incoming "notes" to hit get faster by time?

- Resources

very simplistic style for the player to focus on the gameplay itself → but make it juicy

- Boundaries

openly accessible

- Conflict

the timing is the conflict of this game, by not reacting to the timing the player gets punished

- Outcome

Player wins after "surviving" the level or by scoring a high score and the player loses after missing a certain amount of "notes"