

Mechanic concept-

You, the player, can charge up a multi-attack, which consists of a series of punches by performing a sequence of arrow key presses that will show up on screen (a quick-time event, or QTE) several different times when fighting a boss.

Mechanic features to be tested:

- Multi-attack power gauge build-up and reset
- Quick-time key presses to strengthen multi-attack power gauge
- The length of the time window to perform the full sequence of correct key presses
- Key for multi-attack
- No arrow directions repeat
- Tracking points in case of failed arrow quick-time event that has been started by the player

Mechanic functions:

There will be 4 arrows that will show up on the player's screen and will be numbered 1 - 4 to indicate the order in which the arrow keys must be pressed. (see [diagram 1](#) on page 4 as an example of the player's screen) Each arrow in the set of arrows will always be pointing in a different direction (up, down, left, and right) for every time the set of arrows appear. (see arrows in [diagram 3](#), page 4, compared to the arrows in diagram 1) The arrows disappear after a small window of time if they are not all entered. (i.e. [diagram 6](#), page 5) or if an incorrect arrow key input is made. The area around the arrows flash red to indicate a failed arrow quick-time event. In the instance where an incorrect arrow key is entered, an X is placed over the missed arrow on screen. (i.e. [diagram 2](#), page 4) The game's speed doesn't slow down when the arrows appear, unlike some quick-time events in other games. The set of arrows are randomized again, but still follow the different direction rule, whenever they reappear and the numbers are also assigned to random arrows. (i.e. [diagram 5](#), page 5) at fixed time intervals. Every time the sequence of arrows is correctly entered, the multi-attack power gauge, to be shown on the bottom of the screen, will fill up with a color different from the empty power gauge color to indicate the gauge being strengthened. The arrow QTE will need to be done successfully 4 times to completely fill the power gauge.

Once the gauge is full, the player has the opportunity to use the multi-attack. Arrow QTE's don't occur while the gauge is full. The multi-attack button key will be a different one from the standard punch attack button key. A default of 300 points is set at the beginning of the boss fight that can be earned following the boss' defeat. When attempting a QTE, every incorrect arrow input or if the QTE is started but not finished

causes a 10-point decrease and a '-10 pts' text to appear for a few seconds on the top of the screen (as shown in diagram 2). Pressing no arrows while the arrows are on screen causes no point deduction. The point deduction stops when reaching 50 points- the smallest reward that can be given after the boss fight.

Scope of demo:

- Ground while fighting the boss
- The multi-attack power gauge being visible to the player
- The boss itself
- A set of 4 numbered arrows for the QTE that are timed
- A randomizer to determine the arrows' direction, with subsequent arrows after the first one being restricted to the chance of being whatever the previous arrows were not
- Point tracker not visible to the player but '-10 pts' appears briefly on screen to indicate point deduction

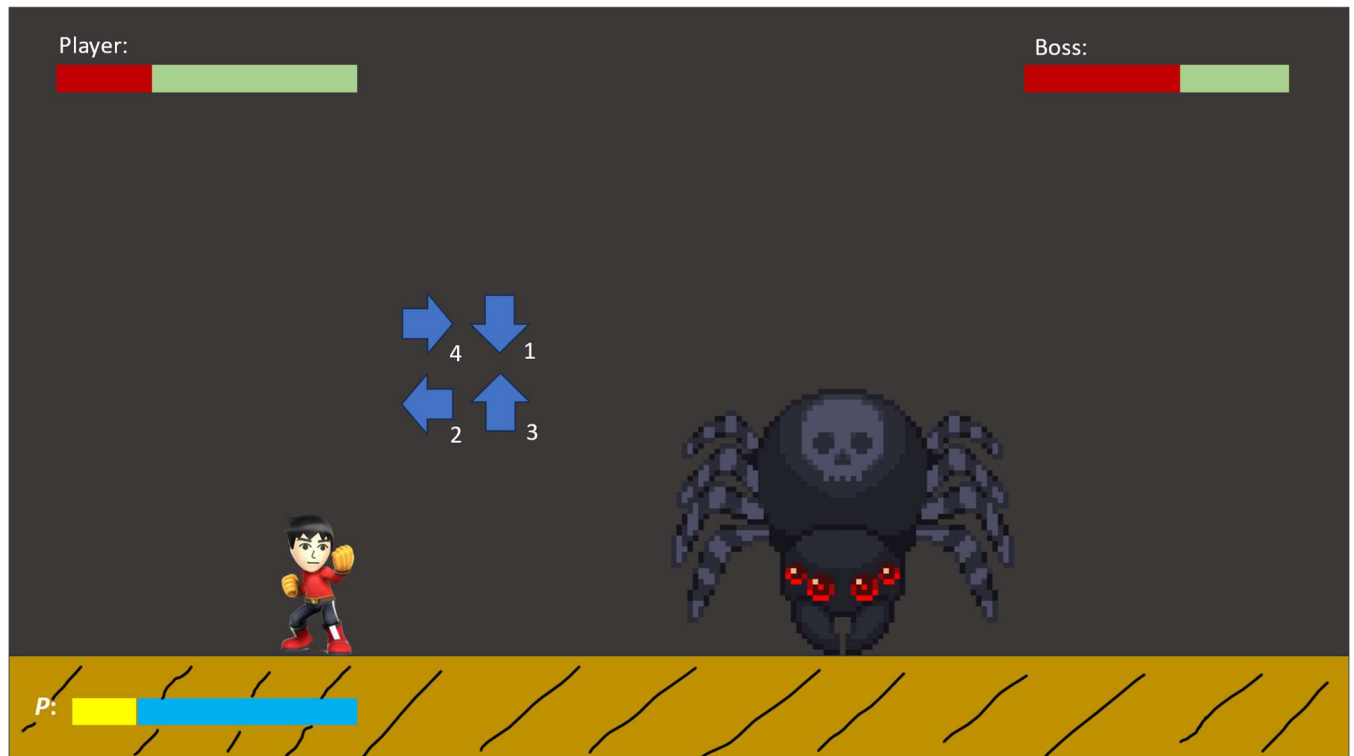
Extras:

Player movement: The player can use the 'A' and 'D' keys to move left and right respectively. The player can hit the 'Space' bar once for a single jump, or twice for a double jump.

Target audience- Anyone who likes combat games.

Design visuals- Generally dark colors that give off an ominous atmosphere. Text should look cryptic, but also readable to people. The audio will be mostly silence broken up by ambient sounds but then change to something with more instruments when entering the boss fight area.

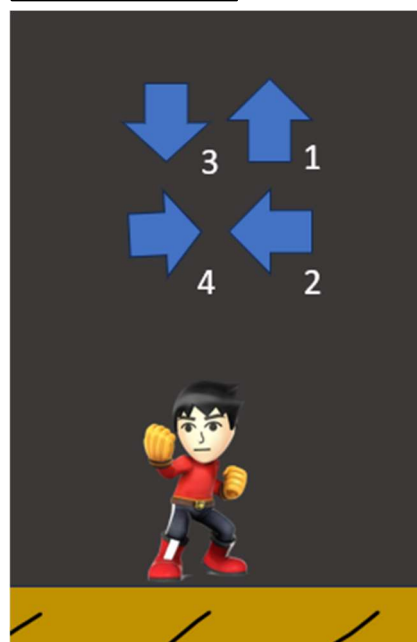
**Diagram 1: Rough example template of the player's game screen*



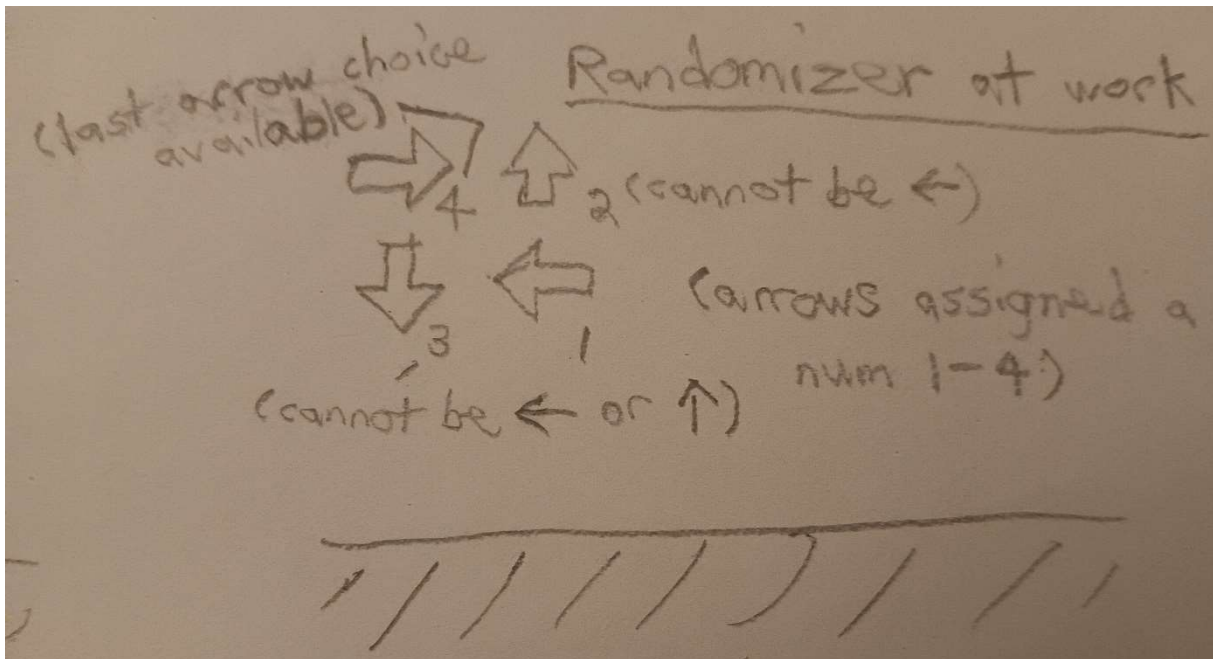
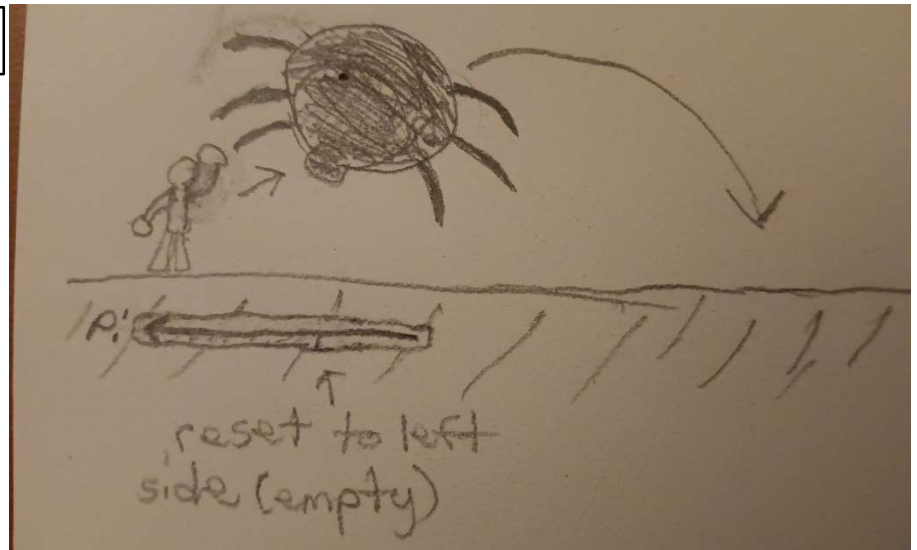
**Diagram 2*



**Diagram 3*



*Diagram 4



*Diagram 5

*Diagram 6

