

# Witch or Which?

## Gameplay

The main gameplay loop of this game will include the player character talking to a witch/warlock. This is shown through a rhythm-type game where the player will be given random pop-ups of text that offer a response to the witch.

After picking an option, a following section of a rhythm game will occur where the difficulty is based off what text option was chosen. After enough failed text options or failed rhythm sections, the witch walks away and the interaction ends.

## Health Bar

At the top of the screen is a health bar that slowly goes down as the player gets notes wrong. When a correct note is pressed, the player is refunded some health to allow them to continue to play. Additionally, text popup sections that preface the rhythm sections also add or subtract to the health bar at the top of the screen.

## Rhythm Sections

In the conversation, there will be sections that the player must complete a rhythm section. During this section, the two sprites of the player and the witch will fade into the background slightly and then a single note box will appear. From then on, notes will come down the middle of the screen matching the speed with the tempo of the song. These sections' difficulty is based on the popup sections.

## Popup Sections

In the conversation, there will be sections that the player must make a time-based choice on randomly popping up text bubbles. If the player fails to select a bubble within the short time period, then their character remains silent in response to the witch. After selecting an option, the character will give a dialogue response and then a rating animation will occur where the health of the player will go up or down depending on their choice. From there, a rhythm section will begin. The player's response to the popup determines the difficulty of the following rhythm section.

## Dialogue System

Before getting into any gameplay and between each section there may be some dialogue that happens between characters. This dialogue is usually between the player and the

person they're talking to. When speaking, the person's sprite will move grow in size and get brighter to give them the attention of the player. Swapping between the two people means one will shrink and dim and the other will grow and brighten.

## Changing Sprites

As you progress through the conversation with someone, the sprite of their character changes depending on the emotion of their dialogue. As they get more mad or happy from the conversation, their sprite will reflect that.

## Adaptive Audio

As the player goes through dialogue and gameplay, the audio will adapt to the gameplay. When the conversation is slower, the audio will be simpler and more in the background. And as the conversation gets harder and the player has to do things quicker and with more precision, the audio will get louder and take more of a spotlight.