

***Groove Grow* – Game Design Document**

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Overview

This rhythm-based party game blends musical skill with physical movement and memory challenges. Players build and modify rhythmic sequences using a variety of card decks while using body parts or everyday objects as instruments. The game's hook is its cumulative challenge: every turn requires players to carefully replicate and build upon the preceding sequence, testing both music skill and motor precision in a fast-paced, interactive setting.

Mechanics

- **Card Drawing & Selection:** Players draw cards from three decks—Beat Cards (rhythmic patterns), Performance Tools (instruments/body parts/objects), and Modifier Cards (game-altering effects).
- **Rhythm Replication and Expansion:** On each turn, players must replicate the cumulative sequence and either append an additional rhythmic element or replace the previous rhythm with a more complex variation.
- **HP:** Every player starts with 5 HP and loses one HP for mistakes, adding stakes and a risk-management element to every turn.

Dynamics

The mechanics create an evolving challenge as players progressively build and modify a rhythmic sequence. Each player will adapt and creatively expand on the previous performance. Modifier Cards introduce unexpected changes and fun, encouraging spontaneous strategy and decision-making, while the HP system injects tension and urgency into every turn.

Aesthetics

The game evokes an interactive, energetic and immersive atmosphere that can at the same time train players rhythmic skills and their motor system.