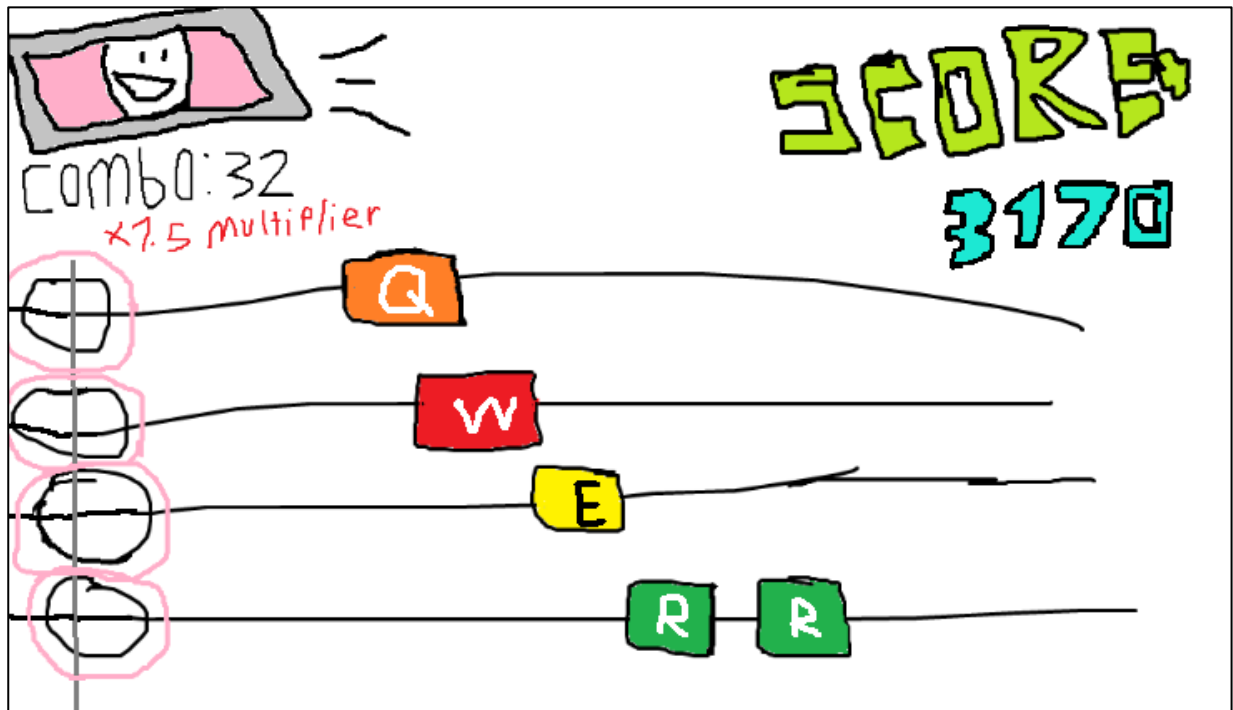# Rhythm Game Design Doc – Tymek W

Basics:

- There are four horizontal lines on the screen, each with a circle at the end.
    - Each line has a specific keyboard key associated with it *e.g. 1st line Q, 2nd line W, 3rd line E, 4th line R.*
    - Keyboard key icons move across these lines
    - When the player hears this sound, they have to press the corresponding keyboard key to what is currently over the circle.
- **This can be lowered to 1-3 lines If 4 is too complex**
- **There can possibly be a backing song, but if this is too hard to properly sync then it can be removed**

Scoring:

- The more accurate their timing, the more points they get. Can either score: **miss/Good/Great!**
- Scoring combos (not missing any hits in a row) will give the player points multipliers
- Total score will be displayed at the end

Instruments:

- Each icon will have a specific sound tied to it
- Drum samples and 'yeah!' vocal samples best candidates because they are simple and can sound good in any order and layout

Technical Details:

- Game will run at 60FPS, song will be 120BPM, that will be 2 beats per second.
- Song will be 1-2 minutes long
- Timing will be checked with a key released event, this is so the player has to time it perfectly on the frame (rather than holding it down and always being able to score a 'good')

Polish:

- These are elements to add extra 'oomph' to the project
- Stylized text saying 'miss' 'Good' or 'Great!' popping up on the quality of your timing
- Sprite in the top left of a character reacting to how well you're doing.