**Shadow Rhythm**

**Game Design Document**

Version 1

January 31th 2016

# DOCUMENT REVIEW

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| --- | --- | --- | --- |
| **Version** | **Author** | **Date** | **Comments** |
| 1.0 | Geovane dos Santos Medina | 01/31/2016 | Main definitions of the game. |

# ConteNT

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# ConcEPT

## Metaplot

Shadow Rhythm is a Rythm-Tower Defense game, where your objective are realize rictuals to defend your base.

## GENERAL ConcePT

Destroy the enemies and survive in the end of each level.

## GAME ObjeCtiVE

Realize the rictuals during the seven levels.

## art STYLE

Cartoon.

## similar GAMES

Patapon, Plants Vs Zombies, Castlevania, Crypt of the NecroDancer.

## audience

Public between 10 e 35 years old.

## NUMBER OF PLAYERS

1.

## ESTIMATED TIME OF GAMEPLAY

About 1m30s per level and 15m to finalize the game.

## Plataform

PC.

# MONETIZATION STRATEGIES

Adapt hereafter to mobile, publish on Google Play/App Store and add support for new content.

# UniversE

## HistORY

### Synopsis

Klauss, a necromancer conductor, is persecuted by humans because their is nothing normal practices of ritual and invocation of cadavers to scare them. With their invasion into your graveyard, he would not let them out of the show. And so begins the battle, its rhythm against the angry population!

### PLOT CHRONOLOGY

Klaus is a necromant who lives near of an away city cemetery. Usually talk to the spirits and control their bodies to scare the living, just for fun. His mood become increasingly more dangerous to human and over time he gained fame by regions, until it becomes routine to have to protect yourself from the villagers of nearby villages.

By always preferred the dead, Klaus never made a point of keeping them alive, really alive. Their rituals began to have a higher frequency, and your mood unusual, trained their corpses to produce unusual sounds at the time.

The fact is who Klaus has become so good conductor, who could only complete its magic to perfection to make the rhythm of his orchestra (out of season, by the way).

His concerts were so famous that Klaus feared losing control of the mob that always had gathered at the door of your house, or the cemetery. But I thought to himself (and the spirits who roamed) that he could not let his "fans" from attending his concerts. And as always said Klaus:

*“The bigger the audience, the greater the number of entrants to the great spectacle of shadows!”*

### PERIOD

Middle Age.

### SPACE

Cemetery.

## CHARACTERS

### ACTORS

A Necromancer.

### SUPPORTING

At the base of choice: Warrior, Mage, Archer, Guard, Henchman, Kamikaze, Black Hole, Reaper, Shadow, Bomber, Zombie.

### antagonists

All the enemies:

Villager Trident, Villager Torch, Pitcher Stones, Catapult, Cavalry, Alchemist, Molotov, Hunter, Paladin.

# GAME SYSTEM

## MECHANICAL BASIC

### GAME PROGRESSION

The player must protect his house, which is next to the cemetery, site of the battle. Humans are the enemies. To proceed with your concert, one must apply commands through rituals to get mana, summon allies and distribute them in the way of battle. Each has its attributes and specialties against certain types of opponents. The goal is to survive all possible hordes and release your cemetery of troublemakers.

### Controls

Directionals/Arrows – Set the rictual to invoke the players, with the rhythm.

Mouse click - Select the area in which the support is released.

## LONG-TERM INCENTIVE

Survive, changing soundtrack, progressive difficulty, lives gain at the end of each level.

## GAME STRUCTURE

### ConcEPT

Reach the end of each level and proceed to the end with his rhythm and battle strategies, not losing to humans. If 5 they reach your starting point, the game is over.

### PHASES

There are 7 stages/levels occurring in the same place, the cemetery. The difference is that each level progressively rises if you survive the horde of enemies.

# Interface

The drawing trait and style of characters, enemies and game scenery refer to franchises as Castlevania, Plants vs Zombies and Tíbia.

# DEVELOPMENT

## ARCHITECTURE

The entire development process is being recorded in Trello website.

Areas: Development, Art, Game Design and Sound Effects.

## standardization

Javascript.

## SoftwareS

Notepad++ and Google Chrome – Production

Audio Tool – Sound Effects

Excel and Word – Lists and Documents

Adobe Photoshop and Flash Professional CC - Design

## TEAM

Anderson Maciel - Artist

Arthur Annibal Tavares - Programmer

Geovane dos Santos Medina – Game Designer, Designer and Programmer

Luiz Felipe da Silva – Sound Effects

Wendell Pereira Barreto da Silva – Game Designer, Artist and Sound Effects

# ReferENCES

The franchises Patapon, Plants vs Zombies, Castlevania, Tíbia and Crypt of the NecroDancer.