

Game Pitch Document

Iaroslav Vasilevskii (xvasil10)

Title: Snake Jazz

Genre: Rhythm game, puzzle

Style: Platformer

Platform: PC

Market: Players of rhythm games and snake lovers.

Elevator Pitch: An evil dragon, head of a local musical snake mafia in Scaletown has kidnapped your friend. Swing through levels in this rhythmic puzzle with carefully picked soundtrack.

The Pitch

Introduction

Snake Jazz is a puzzle with rhythm game elements. Each level contains a number of snakes slithering around and the player has to use the rattle to get to the end of the level with the snakes' help. There is a variety of snake types that can be identified by their color. Some snakes move only once a measure, some move multiple times and others move every beat. Every level has a musical track created or carefully picked for it to make the experience enjoyable.

Vision statement

I believe the game is bound to be successful among players of rhythm games, which is a particularly popular genre. If the game receives support, more snakes will be added, as well as more interesting rhythmic mechanics. A full story mode and a level editor are also planned to be added into the game. We believe that community support can really help the game grow and become more popular.

Gameplay

Every level begins with a countdown and displaying of the level title, the name of the musical track in the level, time signature and level layout. After the countdown, the game starts. (See Figure 1.)

With the help of snakes, the player must get to the other door in the level. Sometimes the door is locked and the player has to make a snake push the button for it to open. The player can freely move about the level, run and jump, but they cannot climb walls. The main character can also shake the rattle to make all snakes in the level go the opposite direction if shaken in time (when the exclamation mark appears above the heads of snakes). The player can also stand on backs of snakes, but if the player touches their head, the game is over.

Soundtrack

Soundtrack is the heart of a rhythm game. The soundtrack for **Snake Jazz** consists of spicy reimaginings of famous standards as well as original pieces, composed for the game. If the game is supported, more tracks will be added.

Sources of inspiration

The game is partially inspired by **VERSUS SNAKE**, a game from the 2023 GMTK gamejam, as well as by sandworms from **Dune** by Frank Herbert, and the roguelike **Tomb of the necrodancer**.

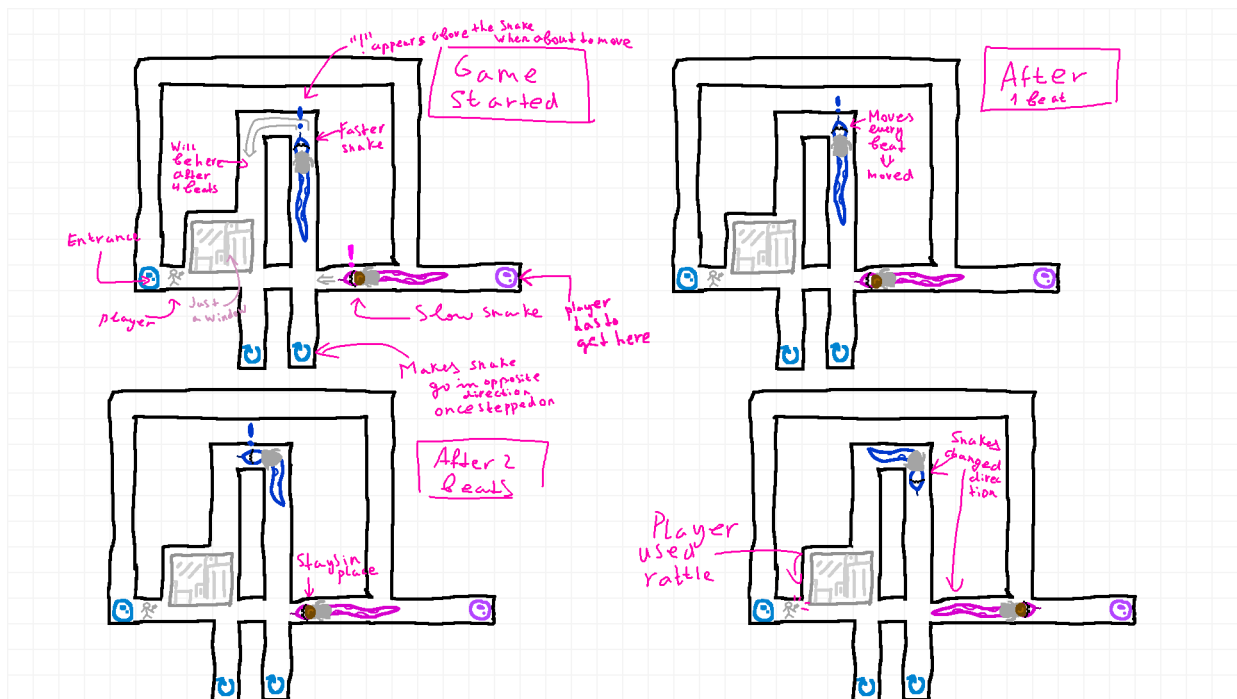


Figure 1: A graphical demonstration of snake movement

Snakes types

There are various types of snakes in the game. They are different in speed and rhythm of their movement.

- **Measure snake** The slowest of snakes. Moves only one tile every measure on the first downbeat.
- **Double snake** Moves twice a measure on downbeats (e.g. on 1 and 3rd in 4/4).
- **Fast snake** A fast snake that moves on every beat.
- **Swinging snakes** Appear in some levels further towards the end of the game. They move with a swinging rhythm.