



IMGD 4000 & IMGD 4500
Game Treatment

Team 2/4

Synopsis

- Rhythm of the night
 - Hack-n-Slash
 - Rhythm game
 - Player can move independent of beat
 - Combat works on combo system
 - Performing actions (dashing, on-hit) at the sound of beat allows for combos if timed correctly
 - One main character
 - Drum hammer
 - Enemies
 - Snake and otter, with respective musical motifs
 - Single player
 - Tie in AI movement to tempo
 - Dreamscape-like
 - Night-time and people who go to bed but you see shadows
 - Defend against shadows
 - Angled perspective (not completely top down)
 - Modern times
 - Enemies come in waves. The darker it is the harder the game gets
 - Music is louder next to the campfire (positional audio)
 - Ambient noises the further away you get
 - Square shaped small outdoor environment

Game Title: Rhythm of the Night

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Elevator Pitch (3 sentences):

Protect your friends from what lurks at night... by playing this rhythm arcade hack-'n-bash RPG! Play as a musician and stir away your fear!

Detailed Description:

The detailed description should include:

1. Where and when does the game take place?

The game takes place at night-time by a campfire/campground with friends. The times are modern. Your friends go to sleep and the shadows start to creep.

2. Who/what are the protagonist and adversary (which one is the player)?

The protagonist is one of the campers who has musical talent. The enemies are shadow creatures.

3. Explain the primary objective of the player and how the player wins.

Fight off the waves of enemies to protect your sleeping friends. You fight with your drum hammer.

4. Explain the general game narrative (if any) in 1-2 paragraphs

You and your friends are camping in the forest. During night, musical shadow creatures attack. Use your musical combat abilities to protect your sleeping friends. As

the night progresses, the campfire weakens and it grows darker, empowering the shadow creatures.

5. What is the basic game mechanic? (Use visuals, as appropriate)

This is a hack and bash game. The player needs to attack in rhythm with the music, and will miss attacks if completely off beat. Attacking on beat multiple times in a row starts a combo and gives the ability to dash from one enemy to the next.

6. Include asset list (with brief description, as needed). Your asset list should list everything you anticipate having to create for the game from both a tech and art standpoint.

[Actual asset list](#)

Sheet 1: Art

Sheet 2: Tech

7. Briefly describe the technical requirements that will be used in the game (e.g., physics, pathfinding, networking, AI).

Scoring and damage system that takes the music into consideration, basic enemy AI with pathfinding and attacks, positional audio. Combat system with a combo when on beat. Lighting for the campfire and weapon effects.

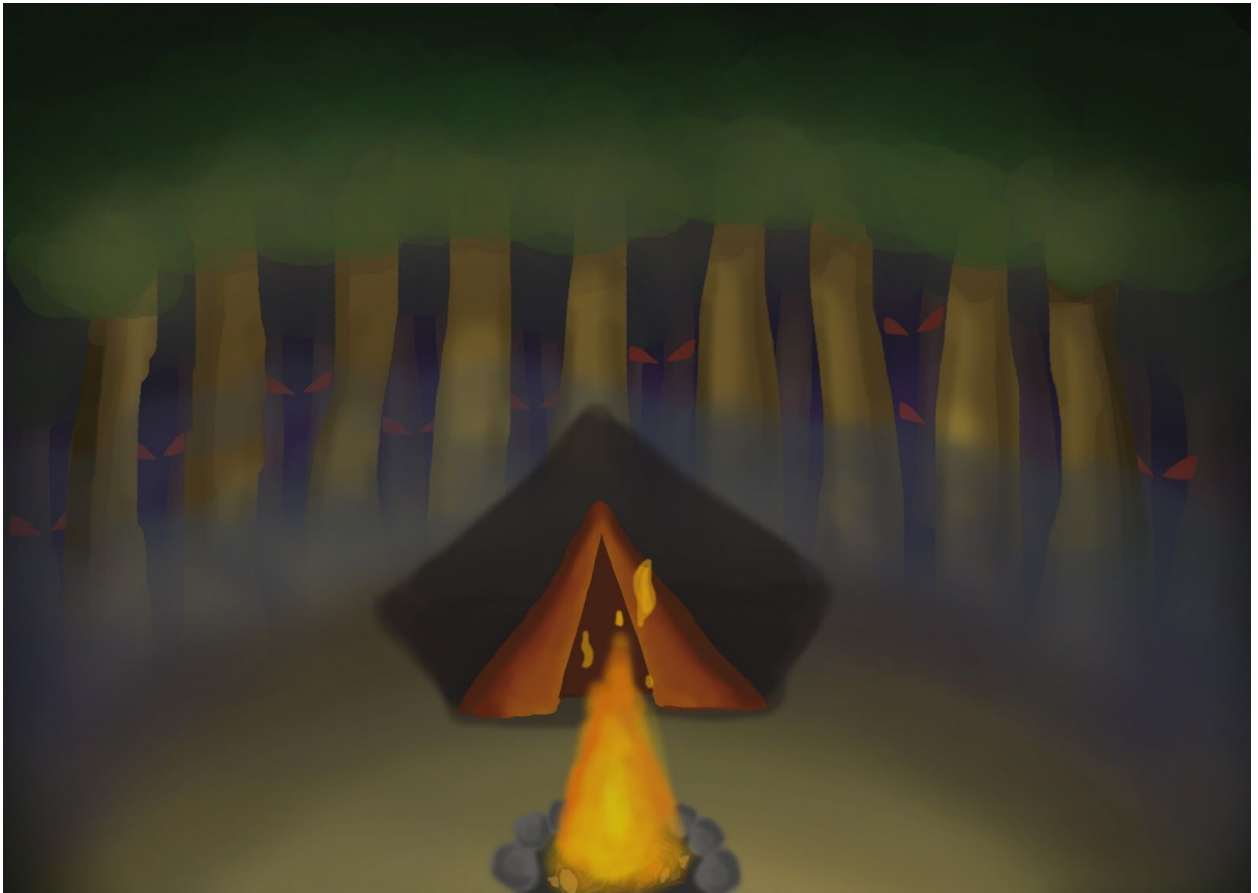
Concept art:

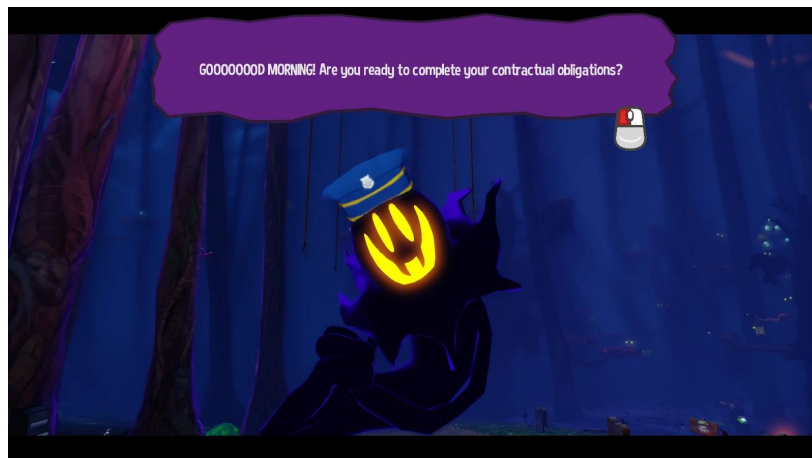
Two enemy types



Main character and his weapon

Overall mood/color and angle:







Degree of realism: (Blizzard-like style)

