Project KID – Game Design Document

1. What is the nature of the gameplay? That is, what challenges will the player face? What actions will the player take to overcome those challenges?
    - The player will press specific keys in sync with the music to hit incoming notes.
    - Notes will scroll down the screen in a set pattern, requiring precise timing to score points.
    - The challenge: mastering rhythm and reaction speed across different difficulty levels.
    - Actions to overcome challenge: practice and replayability, being able to master the needed reaction speed.
2. What is the victory condition for the game? What is the player trying to achieve?
    - The player accumulates a score based on their accuracy and timing.
    - A high score determines success, with potential for rankings (Perfect, Good, Miss).
    - Failing to maintain accuracy may result in a game-over condition.
3. What is the player's interaction model (mouse/keyboard)?
    - Keyboard input for rhythm-based gameplay (Arrow keys for hitting notes).
    - Mouse interaction for navigating menus.
    - Optionally, controller support can be implemented for enhanced accessibility.
4. What is the general structure of the game? What is going on in each mode, and what function does each mode fulfil?
    - Menu Mode: Contains buttons for "Start" and "Quit."
    - Level Selection Mode: Players can choose between levels that have different difficulties.
    - Gameplay Mode: The core rhythm-based interaction where players hit notes.
    - Results Screen: Displays the final score and performance rating
5. Does the game have a narrative or story as it goes along? If so, summarize the plot.
    - There is no particular plot to the game; it is sort of an arcade-type game.
6. Why would anyone want to play this game? What sort of people would be attracted to this game?
    - Fans of rhythm games who love precision-based mechanics.
    - Players who enjoy skill-based challenges with reactive music integration.
    - Those looking for an engaging but easy-to-learn experience.

Figma Board: Figma