**Title**

DON'T STOP!

**Short Description (up to 80 chars)**

Run, create and cooperate at the rhythm of music in the World Music Run!

**Full Description (up to 4000 chars)**

DON’T STOP! is a local multiplayer platform and rhythm game for 2 players.

The game is set in a world in which every year the World Music Run is organized, a cooperative discipline in which players must run and avoid falling, following the rhythm of the music.

The Run is set in several stages and locations of the world, each of them characterized by a different music genre. Every **Runner** is helped by a **Creator** that places some floating platforms, through a digital device, on which the Runner should jump to go on following the beat of the background music.

In DON'T STOP! players are asked to impersonate one between the Runner and the Creator and cooperate, avoid falling and get the best possible score on several stages.

The competition is evaluated by an Audience who will tell both the Runner and Creator if they are following the music correctly. The Audience will place some obstacles and bonuses during the Run too depending on how good the competition is going and they will provide new placeable platforms for the Creator.

Game is over when players lose completely their audience, so try to always keep the rhythm!

The game requires good coordination, a sense of rhythm and skill to progress to the next stages, try to do your best!

DON'T STOP! has been developed for the Video game Design and Programming course at the Politecnico di Milano. More information at:

<https://polimi-game-collective.itch.io/dont-stop>

[http://www.polimigamecollective.org](http://www.polimigamecollective.org/)