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Final Project Specs

RHYTHM RUNNER

* **Abstract**: A 2-D side-scrolling, mobile application game that emulates the gameplay of (Limbo, Megaman, “Insert Old School Side Scroller”), Tap Tap Revolution, and OSU. Fight through hordes of enemies by gaining rhythm and ascend to the top of all the genres.
* **App Screen Description**:
  + **Home Screen**:
    - Contains the main logo in the center and features a number of navigation features. On the left, there is an image of the iconic running stick figure which prompts the user to swipe right to play while on the right side is another stick figure prompting the user to swipe left to view their profile.
    - The background has a pre-recorded zoomed out gameplay sequence of a character running through levels. If the user is logged in, the user’s name is displayed in the top left and their weekly ranking is displayed next to it. On the bottom of the screen, there are options to access the settings screen or change their login through Facebook, Google, Apple, or Twitter.
  + **User Screen**
    - A screen in split in half vertically. The left side has the stats such as highest score, most played genre, highest ranking, skills, stats, and more. The right has an animation of their character which can be outfitted with mods from the game store.
  + **Loading Screen**
    - States a pre-written message such as gameplay advice or “Your mix is being created…” if the level is being loaded for the first time. Additionally, it has an image of their character which they can turn to view all sides with the character being 2-D.
  + **Level Screen**
    - The background is constantly scrolling while the character remains running on the left side as if in motion. The top left corner has a Momentum Meter which acts as life bar and underneath it is a score meter. (May be removed) On the right side, the tap patterns are generated falling from the top of the screen to their corresponding shape/color on the bottom. Various sprites/enemies will be present in the background and encounter the character on each beat. The top right has triggers that allow for access the Rhythm Run skills.
* **List of Future Features:**
  + **Multiplayer Modes**:
    - Head to head gameplay where both characters are present on the screen but each interface corresponds to the current phone user. Uses Bluetooth or WiFi connection.
  + **Boss Levels**:
    - Adds a new feature to the game allowing for wacky and intense battles for rhythm supremacy.
  + **Custom Level Creator**:
    - Creates a level from a song and a theme for the user to play in. The level is stored locally.
* **Breakdown of Components**
  + **Backgrounds**: 10 Hours
  + **Tap Screen Functionality:**  20 Hours
  + **Home Screen**: 10 Hours
  + **Additional Screens**: 10 Hours
  + **Sprites:** 10 Hours
  + **Data Model:** 10 Hours
  + **Connectivity:** 15 Hours
  + **Extra Features:** 20 Hours