



Chuushin Chaos is a rhythm game that you must swipe in the direction corresponding to the arrows as soon as they moved to the center of the screen.

This document will follow these abbreviations.

1. Chuushin Chaos = CC
2. Chuushin Chaos Map = CCM
3. Chuushin Chaos Map file extension = .ccm
4. Chuushin Chaos Community = CC-Community (finding better name...)

The game is intended to be released on IOS and Android. PC release might be in the future. However, user will need a PC to create a CCM file with a .ccm extension and upload to a CC-Community. There will be a program dedicated to creating a CCM (CCMapper).

The developer hopes that this document will give readers an idea of how the game will look and feel.

When user open the game (Rough illustrations coming soon)

1. When user open the game
2. Show studio logo.
3. Display game title screen and prompt user to “press the screen to continue” and also show menu options. Menu options will give options to:
 - a. Link to new account
 - i. With transfer ID and transfer Password
 - ii. With Facebook
 - iii. With Game Center
 - iv. With Google Play
 - b. Support
 - i. FAQ
 - ii. Forum
 - iii. Email inquiry support
 - c. Clear Cache
 - i. Prompt user to confirm clear cache.
 - d. Credit of developer
4. If this is not the first time launching/new ID, skip to 7.
5. Prompt user to create or link an account.
 - a. If create and account
 - i. Prompt user to enter their name (max 20 Characters)
 - ii. Prompt user to choose where they want to create an account (FB, Game Center, etc.)
 - b. If link an account
 - i. Prompt user to choose where they link an account.
 - ii. After successfully linked, game will restart to apply changes.
6. Prompt user to play tutorial or not. Also tell player where to access the tutorial again.
 - a. If choose to play tutorial
 - i. Go to tutorial song.
 - ii. After successfully completing tutorials song, prompt user to download some song from the “store.”
 - b. If not choose to play tutorial
 - i. Go to main menu.