MOSCOW – Guitosu Byko

**Must Have:**

Basic rhythm mechanics

Menu systems

Base track list

Song file loading (note chart, song metadata, song)

Score system (leader boards)

Accuracy system (perfect, good, bad, missed, etc)

4 key mode

**Should Have:**

Expandable song list

Visually complex menus

Reactive effects

Combo burst (Patronising messages, 100 combo, etc)

Multiple note types (tap, hold, mash?)

**Could Have:**

Track editor

Local multiplayer

Different controller compatibility

Multiple life modes (Guitar hero mode, Osu mode)

**Would Have:**

Real multiplayer

Mobile (aka ruining the game)

Difficulties?

**Design Information**

Heath system – Lose health on miss, gain health on hit

USP – M-m-m-m-m-mash notes

Accuracy – Based on delta time