Kytana Le - Artist Everett Moser - Project Manager Matthew Wolff Music/ sound Design Daniel Mano - Programmer Name: Shady Tree Page: \_\_\_\_ of \_\_\_\_\_ Date: 2-17-17 GENRE: RHYTHM CASVAC PC MOBILE TITLE: SUPERMIDI HERD HIGH SCORES SUPER "SONG ONE" MIDI HERO BEGINNER ADVANCED 000 "SONG TWO" SE6 000 000 " SONG THREE" PLAY BEG NOA HIGH SCORES 000 CREDITS 000

The landing screen invites the user to play, view scores, or view credits. Songs have two difficulties; high scores are shown for both.

Somes Sciect  (1)) TRACK ONE  (1)) TRACK TWO  (1)) TRACK THREE	→	BE GINNEY	ADVANCED  A SCORES  OOO  OOO	
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The user has chosen to play and now selects his gong.

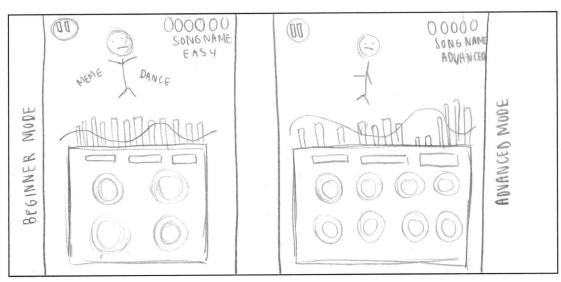
High scores for that gong are shown when he chooses

difficulty There is no loss condition, the goul

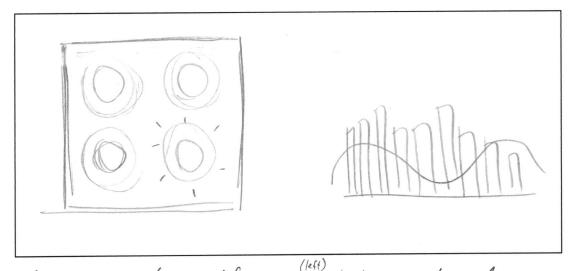
is to EARN the highest score possible.

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The main game has buttons for interaction (more on the advanced difficulty), score, song visualization, and a dancing character animation. To the A



Gome UI elements. The buttons light up when the

user is expected to hit them A wave form and spectrogram

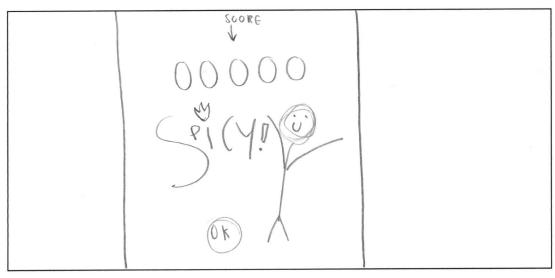
(right) of the Gong. Additionly, to the January

character which will respond to soccuessful

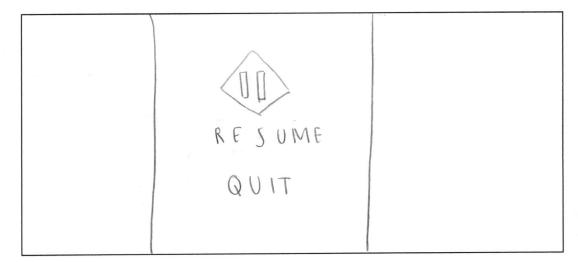
in puts.

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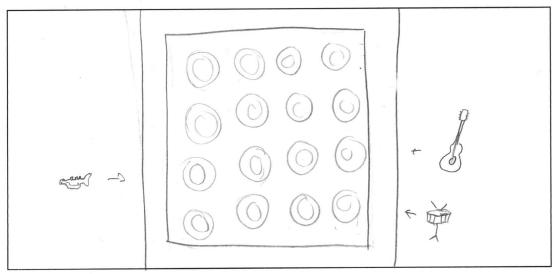
When the song is complete the player's final score
is shown. Scoret= 100\*(1+025\*streck) where should
is the number of consentive potes hit.



The pause screen. Resume counts down from 3 and picks up where the song was paused, or quits & returns to

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"Free style Mode": an alternate mode where the user can
play with the bundled samples. This mode might also be used
during a song for bonus points

OAT BOI EVERETTM HARAMBE DANIEL SCROLLS

the credits screen which will show each member of Shody tree of their respective roles.