

Harmony Jump

By Fabian Albertskirchinger

Game idea

The game is intended to be a music-based jump and run game, with controls limited to a single button. The character automatically moves sideways (sidescroller) and the player must adapt to the rhythm of the songs in order to jump from platform to platform by pressing the space bar. The levels are supposed to be individual songs that are generally played through without interruption.

Game mechanics

The platforms appear ahead of time so that you can also time the jumps visually.

The duration of the sounds indicate how long a jump is. For this, the jump key can be held, which extends the length of the jump. The platforms are also supposed to be different heights and depths depending on the pitch.

If you fail a jump, you are immediately spawned above a platform further ahead on which you fall. This is to prevent the flow of the game from being disturbed and the player from getting too out of rhythm. They only lose points.

You get points for the longest possible passages without mistakes, and you get additional points for difficult passages.

The difficulty can be changed in 3 ways:

1. You can set the difficulty before the game, which determines the size of the platforms, forcing you to jump more precisely.
2. Optionally, the speed of the songs can slowly increase if you manage to land many jumps in a row.
3. More complex and fast songs

It should be possible to play songs you know well with your eyes closed and still manage the jumps because you know the rhythm and the notes.

In addition, it should be possible to play in any sound files, which can then be converted if the file allows it. Especially instrumental pieces are well suited for this. The jumps should mostly be adapted to individual instruments that set the rhythm of the song.

