**Discussion**

Beat game: Themes: Neon, Daft Punk, Dead Mouse, And Cyberpunk  
Enemies: Using sounds/music to control others  
Objective: To get rid of these sounds that the enemy are producing  
Infiltrating: Radio/beacon broadcasting, need/highjack to get rid of whatever is being played throughout the level.  
Play through: Pacifist approach, NO KILLING, manipulating sound to control other enemies to help you.  
Everyone in the world is some form of relation to the music world eg; microphone, cd’s, cd players, guitar, cassette tape.  
  
Need a unique trait

Hack and Slash: Themes: Medieval 1100 – 1400, Colours: Dark dungeon, worn out colours/ doesn’t have to be dark and worn out. Pickups: different colours from the level.

World starts out gloomy, character is bright and liberates and makes others bright  
Light Mechanic: Could possibly light up certain rooms and gain access to special areas of the level/bonus areas.  
Killing the boss and its blood/colours going all over the level makes the level all colourful again.  
  
Need a unique trait

Idea 1  
  
Have a boom box on your back and use it to “hack and slash”.  
  
Choose song at the start of the level = based on playstyle  
  
Slow: Soft Jazz: Heavy hitting combos  
Med:   
High:   
Combos = is the music beat

Theme: Celebration of music, in a general way, Slick and shiny appearance

Games:  
Below  
Transistor  
Soundfall  
Boogie beat brawlers

Idea 2  
  
Manipulating the enemy to use other objects/environment

Character has no arms, MUST use your mind control powers

Oscar, Morgan working on Idea 2