





**RHYTHM GAME**

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Players have to hit the right beat  
at the right time to collect crude oil traces from the lab.

The robot needs to release power to the lab  
to convert the collected oil to green energy.

If the player misses the beat, the oil leaks to the lab.

If the green lab energy depletes, the game is over.

While every movement should be triggered on the beat, releasing  
power can be off beat.

This extra core gameplay loop of releasing power,  
challenges players to strategise their play style to collect  
maximum high score.

The game consists of ten levels,  
with each robot having unique attributes and abilities.

















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# POWER-UPS

Some robots have special abilities in form of power-ups.

There are currently four power-ups that are gradually unlocked from level to level.

These power-ups can be then applied to any robot the player has already unlocked increasing replayability of each level.

