

# Rhythm Knights

## Gameplay Specification

Team *wat*

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### Core Vision

The main character arrives at a costume party fashionably late and realizes something is amuck. All of the other party attendees have been turned into the monsters they were dressed as by the evil DJ! The main character must traverse the dance floor through hordes of monsters to reach the DJ and save them all with the power of music. Players must solve challenging environmental puzzles as they perform rhythm based actions to the beat of the dance music. Along the way they will discover useful new abilities and tools that add an additional layer of complexity to each floor.

### Design Philosophy

Our game is focused on creating a wacky costume dance party with possessed enemy characters taking on the role of their costumes. The dastardly DJ is trying to control the crowd, while the main character's goal is to match the fast-paced techno-music of the DJ to conquer the dance floor. Players must make every action on the beat of the music and think fast in order to calculate one of the paths that lead to the dance floor exit.

The combination of combat and rhythm elements makes this puzzle game timing-oriented. Being forced to restart a level is part of the learning experience in the game. The 'rhythm ticker' is an essential guide for the player, but players can experiment with a different combination of attacks and maneuvers to conquer the dance floor.

As a puzzle game, our designs will be clean and appealing. A colorful, whimsical setting with quirky animations will keep the player engaged not only mentally, but visually as well. The environment of the game will be responsive to the beat of the music and will reflect the musical tone and pattern.

### Objectives

The main objective for each dance floor is to match the actions displayed on the rhythm action bar. If players successfully fulfill all the actions required on the action bar players will be able to move onto the next level. If players cannot match all the actions in the order given players will be forced to reset the level. Also, players must perform these actions on the beat of the music otherwise the player will be forced to restart. If there is no action specified on the rhythm action bar players are free to perform any action or maneuver they wish; however, if there are no enemies on the map left and there are still attack actions specified players must restart the level before exiting the dance floor.

## Actions

Verb	Input	Outcome	Limitations	Importance
Move	WASD	Player attempts to moves one space in specified direction	Must be done on rhythm, cannot move onto obstacle tile	Critical
Jump	Double Tap WASD	Player attempts to moves two spaces in specified direction	Must be done on rhythm, cannot jump through obstacles	Critical
Cast Freeze	F	Freeze all enemies for three beats	Must be done on rhythm, can only be used once per level	Critical
Shoot	Space	Shoot in a straight line	Must be done on rhythm, can only shoot in direction being faced	Critical

## Interactions

Interaction	Trigger	Control	Outcome	Importance
Unsynchronized action	Attempt an action off-rhythm	Any action	Player dies	Critical
Attack enemy	Occupy same space as an enemy	Move or jump	Enemy is defeated	Critical
Shoot enemy	Shot collides with enemy	Shoot	Enemy is defeated	Critical
Incorrect action	Player does not perform action specified by ticker	Any action other than the one specified	Player dies	Critical
Invalid jump	Attempt to jump with only one space available	Jump	Player moves forward instead	Valuable
Miss a beat	Perform no action on a beat	None	Player dies	Critical

## Challenges

### Matching specified actions

When trying to match the actions that are given on the rhythm ticker, players will have to plan their actions ahead of time. Plotting out a path can be hard because if a player is off by only one beat, they will lose the level. Figuring out just the right way to go so that the appropriate actions are taken will take lots of practice from the player.

### Continuing movement once a level is started

Once a level is started, the player must continue making one action per beat until they reach a checkpoint or the end of the level. Since the beat never stops, players must act quickly and will not have time to think over moves so they need to plan ahead and be ready to change their plan if something does not go as expected.

### Avoiding Enemy Attacks

Some enemies will have the ability to attack the player, so this another thing they must keep in mind while planning out their route. A path might seem good until the player gets hit with a projectile that was shot by an enemy several squares away!