Rhythm Knights
Gameplay Specification

Team *wat*

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Core Vision

The main character, dressed as a knight, arrives at a costume party fashionably late and realizes something is amuck. The evil DJ has turned all the other dance party attendees into evil versions of their costumes! 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 that allow players to choose how they'll fight and navigate the dance floor.

Design Philosophy

Rhythm Knights focuses 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 must 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 progress through the obstacles on the dance floor.

As a rhythm game, there will be distinct visual and audio feedback to help players feel more in sync with the beat. The environment of the game will be responsive to the beat of the music and will reflect the musical tone and pattern. Enemy movement, player movement, and ticker progression all occur in sync with the beat.

Objectives

The main objective for each dance floor is to reach the exit in order to get closer to the DJ, all while completing actions in time to the beat of the song. Players will be judged on their ability to successfully chain together long strings of successful actions

Players must perform the action highlighted by the current-action indicator on the ticker through a series of button combinations. Failing to perform an action on the designated beat or mistiming an action will decrease player health. Thus, players must maintain health above zero at all times. By performing well, player health will gradually replenish.

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
Dash	Double Tap WASD	Player attempts to moves two spaces in specified direction	Must be done on rhythm, cannot dash through obstacles	Desirable
Cast Freeze	Press two direction keys	Freeze all enemies in range until end of bar	Must be done on rhythm, can only be used once per level	Desirable
Shoot	Hold down a direction key for one beat	Shoot a fireball in a straight line	Must be done on rhythm	Desirable

Interactions

Interaction	Trigger	Control	Outcome	Importance
Unsynchronized action	Attempt an action off-rhythm	Any action	Player loses health if vulnerable, becomes invulnerable (see resume moving)	Critical
Attack enemy	Attempt to move onto a tile occupied by an enemy	Move or dash	Enemy is damaged	Desirable
Incorrect action	Do not perform action specified by ticker	Any action other than the one specified	Nothing happens	Desirable
Invalid dash	Attempt to jump with only one space available	Jump	Player moves forward instead	Valuable
Failure to act within a beat	Perform no action on a beat	None	Player loses health if vulnerable, becomes invulnerable (see resume moving)	Desirable
Resume moving	Perform an action specified by the ticker while invulnerable	Any action	Player becomes vulnerable to damage	Desirable

Challenges

Matching specified actions with the beat of the music

Players will have to move to the beat of the music. In addition, players will also be faced with a choice of choosing special abilities in order to conquer an obstacle while navigating the dance floor. Players will have to align themselves relative to enemies depending upon how they want to attack.

Continuing movement once a level is started

Players will have to move in sync with the beat of the music in order to build up a combo meter. Players that don't keep up with the beat of the music will lose health and combos. However, if they miss a beat players will become invincible and have as much time as they need to reorient themselves to the beat.

Avoiding Enemy Attacks

Some enemies will have the ability to attack players, so this another thing they must keep in mind while planning out their route.