

Comm Lab 2: Specification

Team *wat*

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1 Objectives

1.1 Primary

- Defeat enemies so they dont attack you (major)
- Fight to the beat to increase sync bar (major)
- Dont get hit by enemies

1.2 Auxillary

- Achieve a high score

2 Actions

- Hit/block enemies on the beat to increase Sync
- Turn in four different directions
- Use freezing spell that is only accessibly through draining an amount of Sync
- Dance in place to slowly fill the Sync bar (temporarily making the player vulnerable)

3 Challenges

- Defeat waves of enemies that are constantly coming towards the player
- Stay alive by keeping your Sync bar above 0.
- Getting proper polyrhythms to unlock stronger effects.
- Time your actions to the incoming notes (enemies/obstacles) to gain Sync, thereby gaining access to an Area of Effect freezing spell
- Dance in between waves of enemies (thereby making yourself temporarily vulnerable) to slowly fill up your Sync bar
- Four enemies are coming at you simultaneously from each direction. You must defeat all of them or they will heavily damage you:
 - Option 1: Blast them all with an AOE spell, killing (or heavily damaging) them simultaneously.

- Option 2: Blast them with a spell that moves them all into a single lane, then attack them with a sword 1 at a time.
- Option 3: Freeze them when they are close enough to you, then shatter them with a regular attack.
- Option 1 requires little skill, but the spell itself might be very expensive. Option 2 requires some skill, since after the enemies are shuffled, the player must then engage each enemy one at a time. Option 3 requires even more skill, as the player must time the freezing spell to hit all enemies at a close range, and then attack each of them before they thaw. The tradeoff might be that this spell is the cheapest option.

4 Formal Mechanics

- Primary verb: Slash enemies to match the beat of the music
- Outcome 1: Kill enemy and gain points and fill the Sync bar depending on how well-timed the action was
- Outcome 2: Let enemy hit the player, thereby decreasing the player Sync (If the player Sync reaches 0, it is Game Over and the player can retry from a checkpoint in the song)