# Rhythm Knights
## Concept Document

### Team *wat*

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## High Concept Statement

You arrive at a dance party fashionably late and realize something is amuck. All of the other party attendees have been turned into monster zombies because of the music being played by the evil DJ. You must withstand hordes of monsters to reach the DJ and save them all with the power of music.

## Features

- Time your actions to the beat to build up combos and score points

- Slash through hordes of enemies with your trusty neon saber

- Dash over perilous pits to cross the dancefloor

- Shoot glowing projectiles to defeat enemies

- Freeze enemies in their tracks

## Design Goals

- **Rhythm Centric Combat** - The goal of the game is to test the players' abilities to follow along with the rhythm of the music. The players should feel like they are at a wacky 21st century dance party and the combination of techno music and rhythm based combat is geared towards a younger audience attracted to electronic dance music.

- **Play Style** - Players must react quickly to changes in the music and the environment around them. The game emphasizes timing accuracy, long combo streaks, and short-down time between objectives.

# Market Segment

## Genre

This is an action rhythm game. The players must defeat enemies by timing their actions to the displayed beat sequence.

## Platform

Rhythm Knights is designed for the desktop and will be played with a keyboard. It is also recommended that players have headphones for optimal danciness.

## Competition

- Dance Dance Revolution (series): DDR's mechanics involve hitting keys to the beat of the music and the players must match a specific key pattern to progress through the level. In its core, this is one of the main mechanics of our game.

- Guitar Hero (series): Similarly to DDR, Guitar Hero involves matching a key pattern to the beat of the music, so we again have an overlap of mechanics.

- This is probably the main competition for our game. Crypt of the Necrodancer has similar themes. It is a game about fighting monsters while confined to a rhythm. However, Crypt of the Necrodancer focuses on exploration and Rogue-like elements, while Rhythm Knights focuses on puzzle elements and consistently acting on a different beat for each level.

## Unique Selling Points

There will be different genres of music for each level using unique rhythms on dance floor environments inspired by the world. Some levels will have a more basic map and a complicated rhythm, while others will have a more complex map and a basic rhythm. A different beat style in each level will make for a new experience every time. The game's rhythm "ticker" will dictate what actions players are allowed to perform on a given beat. Players will also be given the choice of special abilities such as dashing, freezing, and shooting on certain beats of the music.

# Gameplay Sketches



Figure 1: Current splash screen for Rhythm Knights



(a) Front view of enemy

(b) Side view of enemy

Figure 2: Enemy views
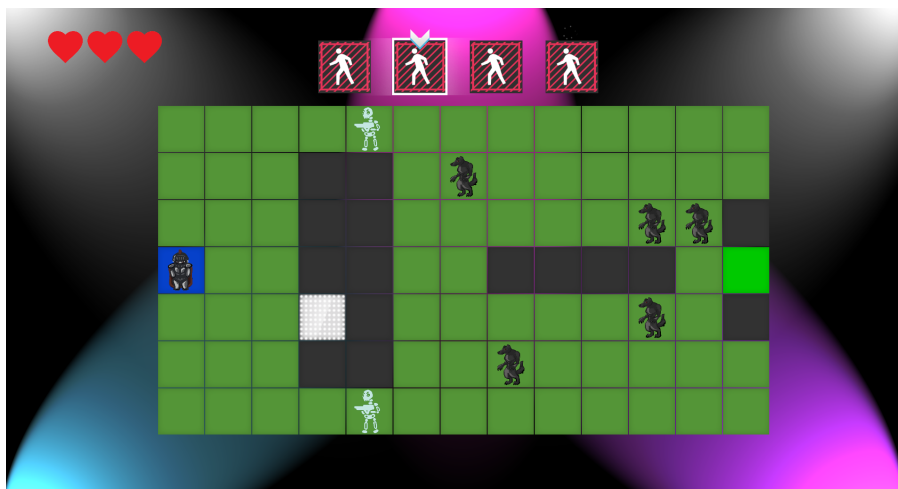


Figure 3: A sketch of our main character

Figure 4: This is a rough example of what levels will look like (currently with placeholder assets). Black tiles represent obstacles that cannot be stepped on, but can be dashed over. White tiles will move along a set path and players can ride them for as long as they like. The ticker at the top of the map indicates the full beat sequence for the level as well as the current action players must make.