

Concept Document

Team wut - Kylar Henderson, Charles Tark,
Gagik Hakobyan, Julia Cole, Andrew Hebert, Austin Liu

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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

- Coordinate your actions to the beat of the music
- Swing a sword
- Hold up a shield
- Turn to change direction
- Cast an Area of Effect attack spell that damages all enemies within a certain number of squares (freezing, blizzard spell)
- Dance in place to build up Sync

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 player must defeat enemies by matching your actions to the incoming notes of the music.

Platform

Our game 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): This is probably the main competition for our game. DDRs mechanics involve hitting keys to the beat of the music and the player 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.
- Crypt of the Necrodancer: To a lesser extent, 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 our game focuses on combat.**

Unique Selling Points

- Polyrhythms, cross-rhythms (2 on 3, both vertically and horizontally) are important to achieving larger boosts - consequently, we will try to draw inspiration from world musics that make use of this - **anything from jazz to sub-saharan African music is fair game.**
- **Visual feedback into the game that coordinates with the rhythm so that the game could be played on mute in theory.**
- Although it is played like a rhythm game, since it is an action-hybrid, elements such as Area of Effect spells **bring hectic, combat-style gameplay.**
- Certain abilities, such as the Area of Effect spell require the use of **a certain amount of the Sync bar,** which doubles as a HP bar.

Gameplay Sketches



Figure 1: Possible logos for our game, if we continue to use the name Rhythm Knights



Figure 2: A sketch of our main character

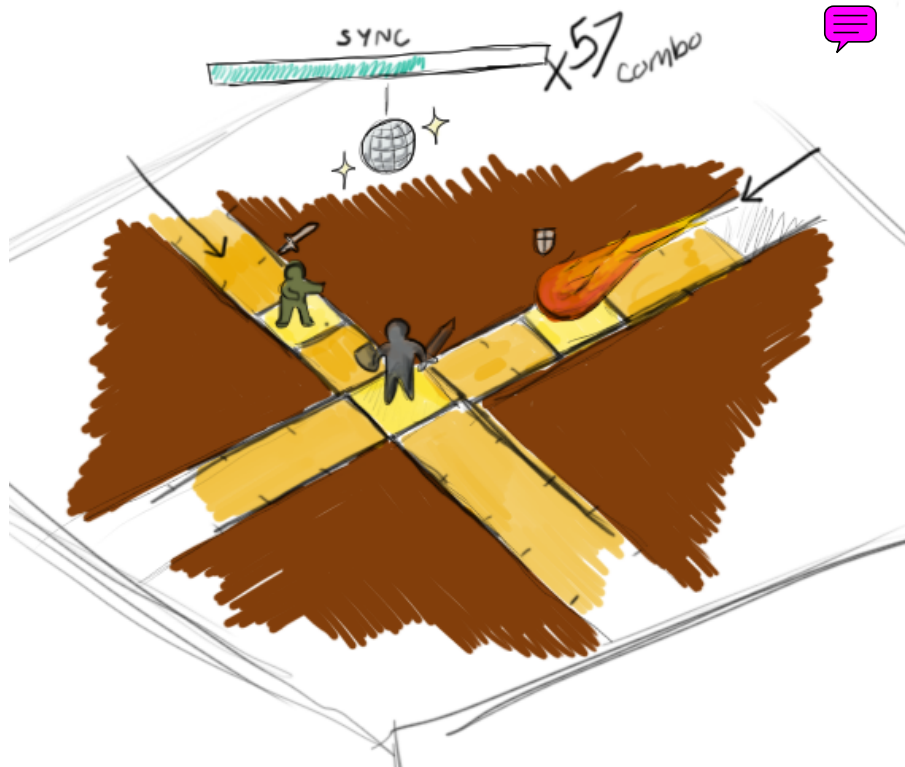


Figure 3: This is what we imagine each level will look like. There will be enemies coming from each of four directions and the player will have to face the appropriate direction and use the attack shown above the enemy. There will also be a sync meter at the top of the screen that shows how well the player is doing