Name: Jon Lee

1 Game Overview

Title: Rhythm and Dungeon

Genre: Rhythm Game, Fighting Game

Objectives: Goal of this game is beating an opponent monster in a fight. To beat the opponent, a player needs to tap fireballs that comes along with the rhythm and speed of a song. This game brings an experience of Momentary Concentration and satisfaction.

Target: Male (13- 40)

Play Instruction

1. Press Enter Key to start playing this game. When you hit Enter Key, music starts playing and fireballs (Monster's attack) start flying to the player.

2. Press Up, Right, Left, and Down Arrow keys when fireballs hit buttons in front of the player.

3. Beat the opponent monsters before you get beaten!

* Click Quit button to exit the game.
* Click Menu button to go to menu scene.

Bibliography:
Arrow Images. Retrieved from Canva: https://www.canva.com/

Brackeys. *HP Bar*. Retrieved from GitHub: https://github.com/Brackeys/Health-Bar

gamesplusjames. *How To Make a Rhythm Game #1 - Hitting Notes* . Retrieved from YouTube:

   https://youtu.be/cZzf1FQQFA0

Images of Dungeon. Retrieved from Unsplash: https://unsplash.com/s/photos/dungeon

KartInnka. *Buttons Set*. Retrieved from Unity Asset Store:

https://assetstore.unity.com/packages/2d/gui/buttons-set-211824

MacLeod, K. *Mechanolith*. Retrieved from Creative Commons Attribution:

http://incompetech.com/music/royalty-free/index.html?isrc=USUAN1100879

Melo, L. *Monsters_Creatures_Fantasy*. Retrieved from Unity Asset Store:

https://assetstore.unity.com/packages/2d/characters/monsters-creatures-fantasy-

167949

Monkey, C. *How to make a Health Bar (Unity 2D Tutorial for Beginners)* . Retrieved from

YouTube: https://youtu.be/Gtw7VyuMdDc

Musicom, T. *Hat the Jazz*. Retrieved from Creative Commons Attribution:

http://www.twinmusicom.org/song/289/hat-the-jazz

Thole, S. *Bandits - Pixel Art*. Retrieved from Unity Asset Store:

https://assetstore.unity.com/packages/2d/characters/bandits-pixel-art-104130

-