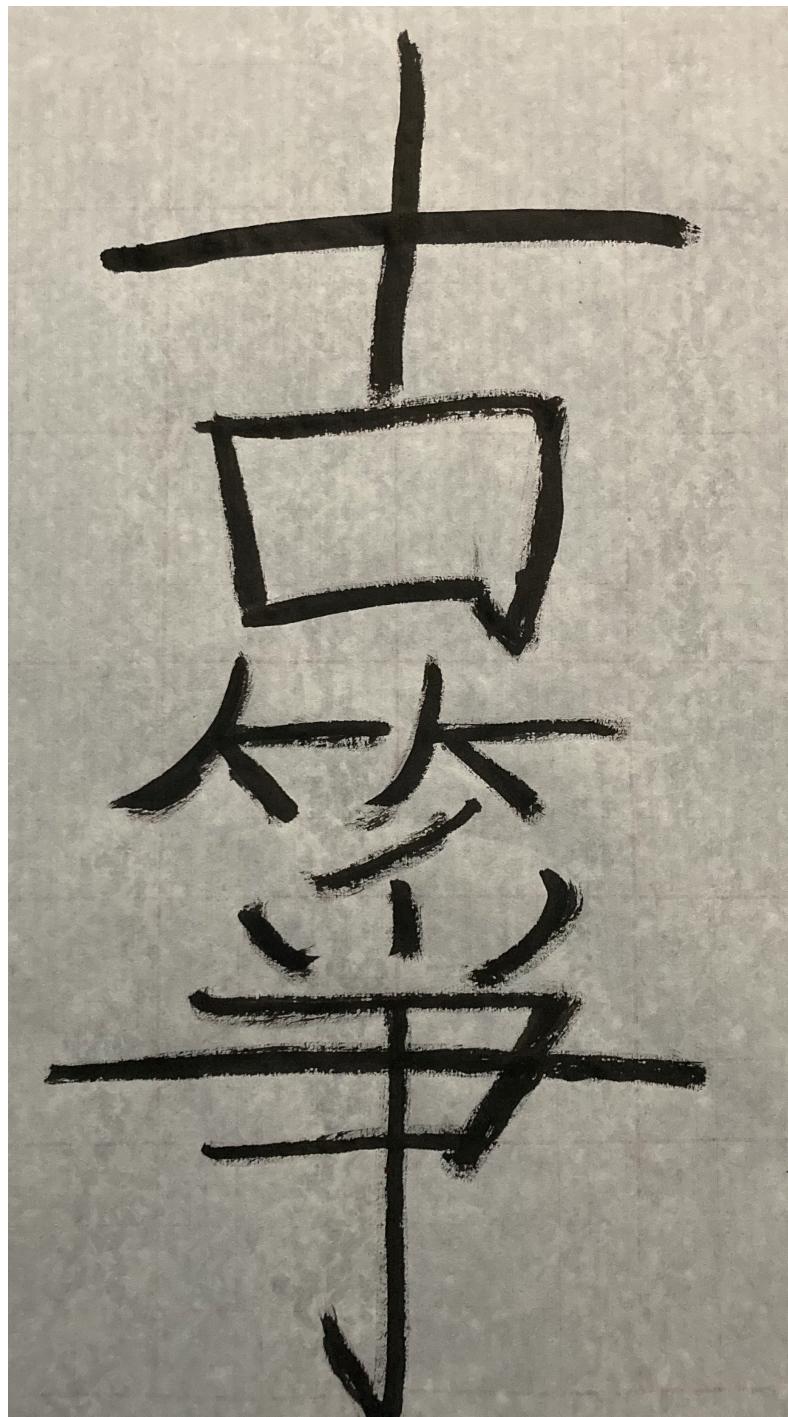


Guzheng Time Game Design Document (GDD)



“Chinese Zither”

‘A rhythm game for Chinese Zither’ - Quyen Luu

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High Concept/Genre	PRODUCTION MANAGER Quyen Luu
Unique Selling Points	PRODUCTION COORDINATOR Quyen Luu
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Competitors/Similar Titles	SYSTEMS/IT COORDINATOR Quyen Luu
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Game Overview

Title: Guzheng Time

Genre: Rhythm Game

Rating: (10+) ESRB

Target: Everyone (any age)

Release date: April, 2021

Publisher: Quyen Luu

Description: Have you ever felt fascinated when you accidentally hear the sound of a classic Chinese tune or when you see a Chinese instrument with many strings and you do not know the name? This game will give you a brief introduction to the sound, melody, and most important, the name of the instrument - Guzheng a.k.a Chinese Zither.

High Concept / Genre

This game follows the genre of a simple rhythm game which will provide the players different songs coming along with different levels: easy, medium, and hard.

Unique Selling Points

- Playing style is modern and easy with only four buttons needed for the actual 21 strings.
- Increasing level of difficulty.
- Chinese calligraphy backgrounds.

Platform Minimum Requirements

PC:

OS: Windows XP, Vista 7, 8, or later.

Competitors / Similar Titles

- Guzheng Extreme by SENSOR NOTES
- Guzheng Connect by SENSOR NOTES

Synopsis

Enjoying your favorite piece of music played by a Chinese classical instrument. Also pushing yourself to break your own record.

Game Objectives

The objective of the game is to score as many as possible when the Guzheng icon comes near the buttons.

Game Rules

_This game is designed as the player will have an opportunity to go through the tutorial to get familiar with the game.

_Each song will have different backgrounds and tempo. The player must follow the flow of the Guzheng icons to press the buttons correspondingly.

_Every level should be played till the end of the song to advance to the next level of the game.

Game Structure

Main menu



Instruction



Gameplay



Optional Tutorial



“A demo for Tutorial Scene”

Game Play

_Game Controls: This game will use four arrows on the keyboard to press the corresponding Guzheng icons.

_When the icon of the instrument coming down vertically, the player will need to press the icon accordingly to the Left, Up, Down, and Right arrow buttons on their keyboard. The yellow head of the icon indicates the direction of it.



“The Directions of icon”

_Once the level is loaded, the song will be played and icons will go down immediately.

_Game Camera: The game Camera will follow a landscape form through out all the scenes.

Players

_This game is designed for only one person to play.

Bibliography

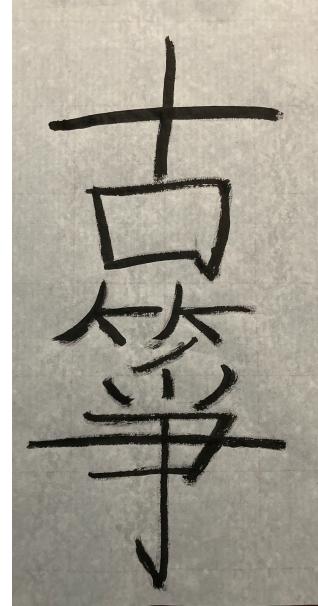
_All the songs are played by the developer as well as all the background scenes which are the original art works.

_All the assets and code are made and written by the developer with the help of the Unity's online documentation website.

<https://docs.unity3d.com/Manual/index.html>

_Game engine: Unity Hub

Arts: Most of the game scenes and backgrounds are hand-written Chinese calligraphies.



Logo/Title/Credit
Scene

Instruction Scene

宋 楊公
竟棠卑俱兒子離
學去上訓孔功節
優而和奉懷磨義
益下母兄箴廉
仕詠睦儀弟規退
夫者同仁規退

Tutorial Scene

酒是樓影照時圓千
把夕瓊清戶別晴久
有今恐弄綺向陰長
時闕唯舞低長有人
八幾宮去起閣事月願
一月上歸寒朱何合但
明天風勝轉恨離全

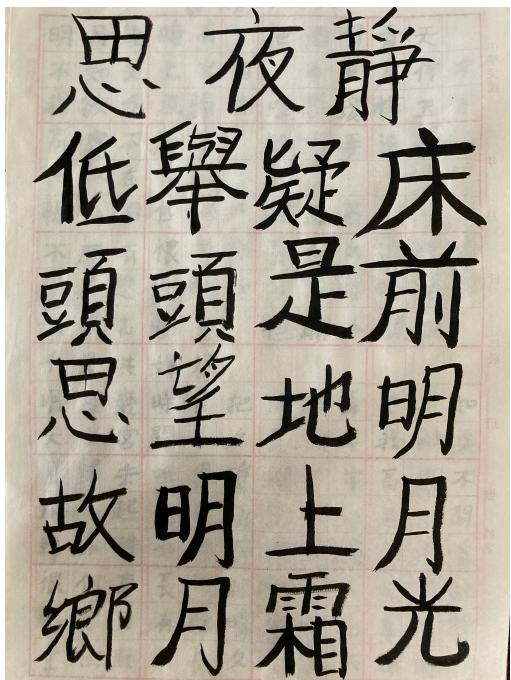
Level 1 Scene

花人月渡花人月
市約與濕市約與
燈黃春燈黃燈
畫後舊袖畫後舊
如昏衣衫如昏衣
人月

Level 2 Scene

劍號重師服唐道羌竹
巨斧火衣弔垂遐白蓋壹
關塲薦帝爻辰拱邇駒此敢
海鳥擊伐平壹食身毀
鹽官裳罪章體場髮傷
九河人推周愛率化
淡位發育宣破大
皇

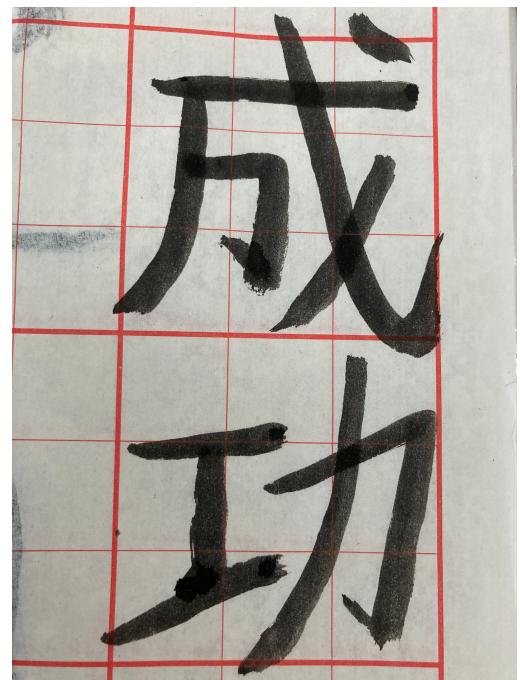
Level 3 Scene



Level 4 Scene

Audio

Name	Category	Description
Level-1.mp3	Background Music	Plays and provides rhythm for level 1.
Level-2.mp3	Background Music	Plays and provides rhythm for level 2.
Level-3.mp3	Background Music	Plays and provides rhythm for level 3.
Level4.mp3	Background Music	Plays and provides rhythm for level 4.
MainSceneLoop.mp3	Background Music	Plays during main/credit/instruction/result scenes.
Tutorial	Background Music	Plays and provides rhythm for tutorial.



Final Score Scene

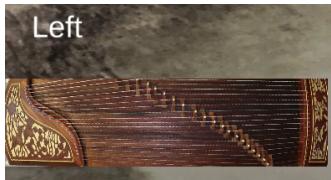
Scripts:

Name	Description
BackGroundMusic.cs	Plays background music in main/instruction/credit/result scenes.
CreditScene.cs	Displays credit and provides button for back to main scene.
EnableNextLevel.cs	Provides an non-clickable button for going to next level until the song is done.
Instruction.cs	Provides buttons for going to main menu, tutorial, and level 1.
MainSceneButtons.cs	Evokes main menu's buttons.
Notes.cs	Gives the icons a velocity to match the level's song.
PressedButtons.cs	Gives the arrows different color when we press them. Adds score when we hit the icons correctly.
ResultScene.cs	Provides options for replaying to level 1 and quitting the game.
Scores.cs	Updates the current score through levels. Resets score back to 0 if the level is 1.
SplashScreen.cs	Indicates how long the splash screen will stay.
StopBackgroundMusic.cs	Prevents music from pre-level scenes.

Tutorial.cs

Provides options for replaying the practice scene and starting playing level 1.

Sprites:



Wish List

ADD MORE SONGS

- In the future, I will add more songs into the game since currently I have only four songs for four levels.

IMPROVE THE ART WORKS

- My hand-writing for the Chinese calligraphy is not as good as the professionals and I will improve on that to give a better look.

Screenshots of the game

QL Production



Guzheng

Time

PLAY

CREDIT

QUIT

[Back to Main](#)[Tutorial](#)[Skip to Level-1](#)

How to play

When the icon of the instrument coming down vertically, the player will need to press the icon accordingly to the Left, Up, Down, and Right arrow buttons on their keyboard. The yellow head of the icon indicates the direction of it.

Once the level is loaded, the song will be played and icons will go down immediately. Get your fingers ready and let's start!



A grid of Chinese calligraphy characters on a blue background with red horizontal lines. A yellow zither icon is positioned over the character '舞' (Wu), indicating the current note to be played. The characters are arranged in a 4x4 grid:

鳳	歸	去	唯	凡	瓊	樓
勝	寒	起	舞	弄	清	影
傳	朱	閣	低	猗	戶	照
恨	何	事	長	向	別	時

1000

Next Level

