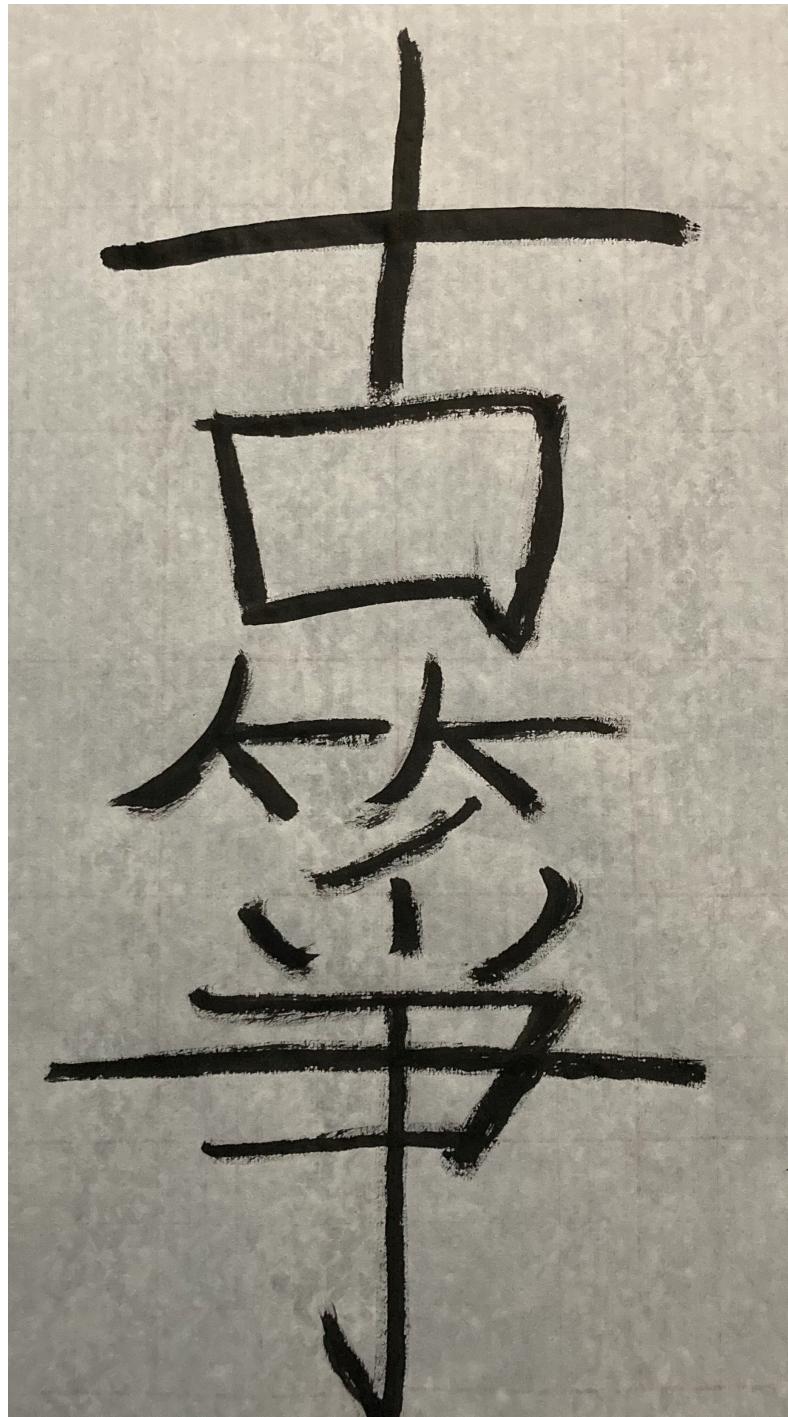


## Guzheng Time Game Design Document



“Chinese Zither”

**‘A rhythm game for Chinese Zither’ - Quyen Luu**

## This page: Table of Contents and Team Member Listing

Table of Contents	Game Development Team Members
Game Overview	PRODUCER Quyen Luu
High Concept/Genre	PRODUCTION MANAGER Quyen Luu
Unique Selling Points	PRODUCTION COORDINATOR Quyen Luu
Platform Minimum Requirements	GAME DESIGNERS Quyen Luu
Competitors/Similar Titles	SYSTEMS/IT COORDINATOR Quyen Luu
Synopsis	PROGRAMMERS Quyen Luu
Game Objectives	TECHNICAL ARTISTS Quyen Luu
Game Rules	AUDIO ENGINEERS Quyen Luu
Game Structure	UX TESTERS Quyen Luu
Game Play	
Players	
Art	
Audio	
Wishlist	
Bibliography	

## **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



“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**

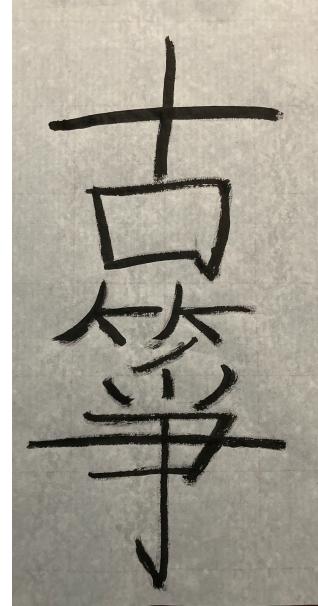
\_All the songs are played by the developer as well as all the background scenes which are the original art works.

\_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  
一月上歸寒朱何但願  
明天風勝轉恨離全

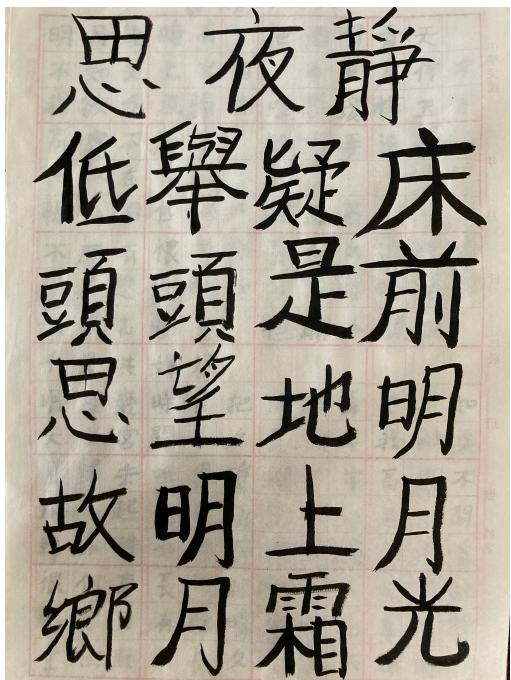
Level 1 Scene

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

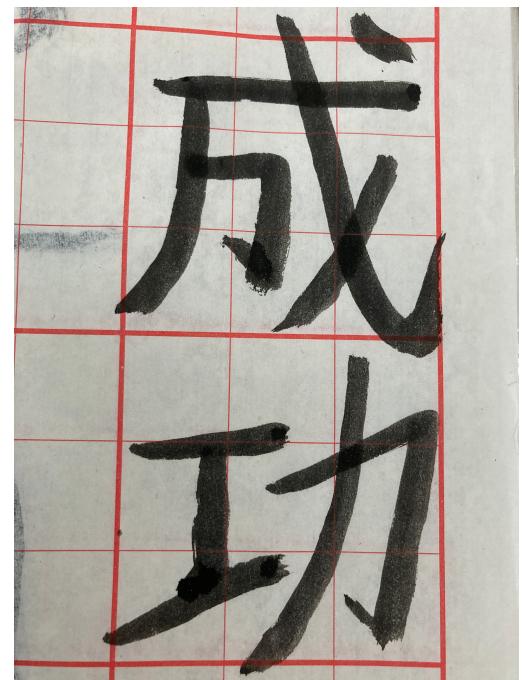
Level 2 Scene

劍號重師服唐道羌竹  
巨斧火衣弔垂遐白蓋壹  
關塲薦帝文民拱邇駒此敢  
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



Final Score Scene

Luu, Q (2021). *Finished.JPG*[Unpublished manuscript]. San Diego State University

Luu, Q (2021). *Instruction.JPG*[Unpublished manuscript]. San Diego State University

Luu, Q (2021). *Level-1.JPG*[Unpublished manuscript]. San Diego State University

Luu, Q (2021). *Level-2.JPG*[Unpublished manuscript]. San Diego State University

Luu, Q (2021). *Level-3.JPG*[Unpublished manuscript]. San Diego State University

Luu, Q (2021). *Level-4.JPG*[Unpublished manuscript]. San Diego State University

Luu, Q (2021). *start-screen.JPG*[Unpublished manuscript]. San Diego State University

Luu, Q (2021). *Tutorial\_scene.JPG*[Unpublished manuscript]. San Diego State University

## **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.mp3	Background Music	Plays and provides rhythm for tutorial.

Luu, Q (2021). *Level-1.mp3*[Unpublished manuscript]. San Diego State University

Luu, Q (2021). *Level-2.mp3*[Unpublished manuscript]. San Diego State University

Luu, Q (2021). *Level-3.mp3*[Unpublished manuscript]. San Diego State University

Luu, Q (2021). *Level-4.mp3*[Unpublished manuscript]. San Diego State University

Luu, Q (2021). *MainSceneLoop.mp3*[Unpublished manuscript]. San Diego State University

Luu, Q (2021). *Tutorial.mp3*[Unpublished manuscript]. San Diego State University

## ***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	Stops music from pre-level scenes.
Tutorial.cs	Provides options for replaying the practice scene and starting playing level 1.

- Luu, Q (2021). *BackGroundMusic.cs*[Unpublished manuscript]. San Diego State University
- Luu, Q (2021). *CreditScene.cs*[Unpublished manuscript]. San Diego State University
- Luu, Q (2021). *EnableNextLevel.cs*[Unpublished manuscript]. San Diego State University
- Luu, Q (2021). *Instructions.cs*[Unpublished manuscript]. San Diego State University
- Luu, Q (2021). *MainSceneButtons.cs*[Unpublished manuscript]. San Diego State University
- Luu, Q (2021). *Notes.cs*[Unpublished manuscript]. San Diego State University
- Luu, Q (2021). *PressedButtons.cs*[Unpublished manuscript]. San Diego State University
- Luu, Q (2021). *ResultScene.cs*[Unpublished manuscript]. San Diego State University
- Luu, Q (2021). *Scores.cs*[Unpublished manuscript]. San Diego State University
- Luu, Q (2021). *SplashScreen.cs*[Unpublished manuscript]. San Diego State University
- Luu, Q (2021). *StopBackgroundMusic.cs*[Unpublished manuscript]. San Diego State University
- Luu, Q (2021). *Tutorial.cs*[Unpublished manuscript]. San Diego State University

### **Sprites:**

- Luu, Q (2021). *down-arrow.JPG*[Unpublished manuscript]. San Diego State University

Luu, Q (2021). *left-arrow.JPG*[Unpublished manuscript]. San Diego State University

Luu, Q (2021). *right-arrow.JPG*[Unpublished manuscript]. San Diego State University

Luu, Q (2021). *up-arrow.JPG*[Unpublished manuscript]. San Diego State University

## **Wish List**

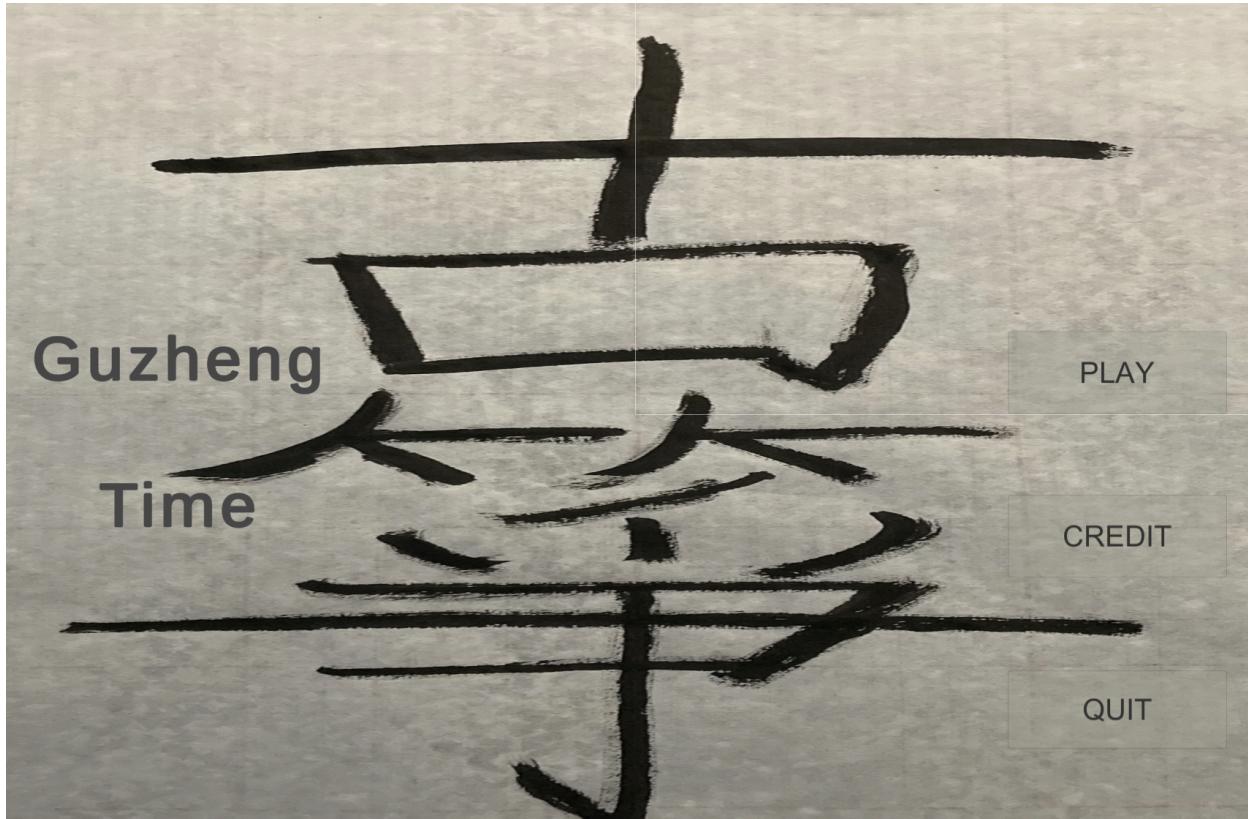
### ADD MORE SONGS

- 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**



[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!



1000

Next Level

