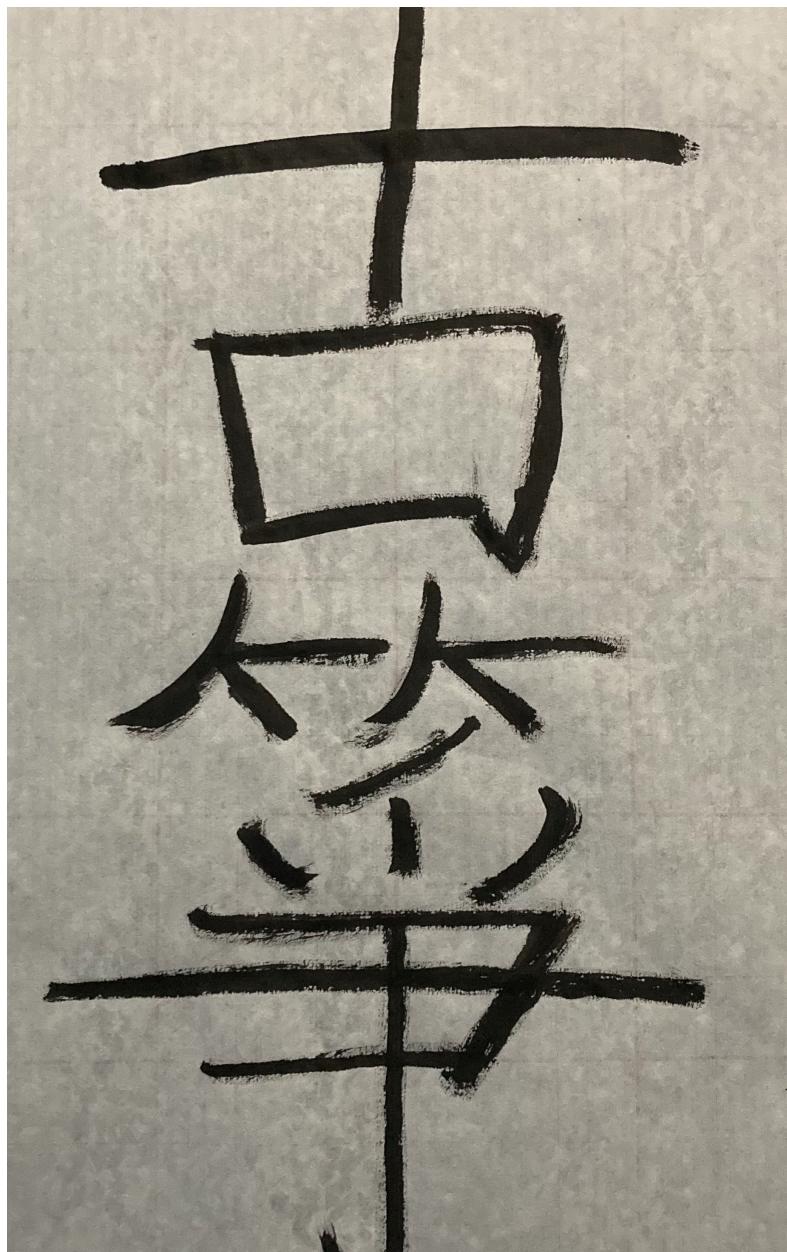


Guzheng Time Game Design Document (GDD)



“Chinese Zither”

‘A rhythm game for Chinese Zither’ - Quyen Luu

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### Game Development Team Members

- PRODUCER  
Quyen Luu
- PRODUCTION MANAGER  
Quyen Luu
- PRODUCTION COORDINATOR  
Quyen Luu
- GAME DESIGNERS  
Quyen Luu
- SYSTEMS/IT COORDINATOR  
Quyen Luu
- PROGRAMMERS  
Quyen Luu
- TECHNICAL ARTISTS  
Quyen Luu
- AUDIO ENGINEERS  
Quyen Luu
- UX TESTERS  
Quyen Luu

## **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, MAC, Android

OS: Windows XP, Vista 7, 8, or 9. MAC OS X. OS 2.1.1 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 a selection of different songs coming along with the tag of its difficulty. Each song will have different backgrounds and tempo. The player must follow the flow of the Guzheng icons to press the buttons correspondingly. When the player passes the initial speed, the player will have a chance to get more points since the song will continue to play with a faster tempo. When the player misses only one icon that is not pressed, the player will lose that song.

## **Game Structure**

Main menu



Choose a song



Gameplay

## Game Play

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

\_Game Camera: The game Camera will follow a portrait form through out the main menu, the song selection state, and the playing state.

## Players

This game is designed for only one person to play.

## Art

Most of the game scenes and backgrounds are hand-written Chinese calligraphy or paintings.

## Audio

Each song in the selection comes along with its tempo and melody.

## Wish List

ADD MORE SONGS

In the future, I will add more songs into the game since currently I have only 3 to 5 songs.

DIFFERENT ORIGINAL ART WORKS

## Bibliography

\_Every song will be played by the developer himself.

\_All the background images and scenes will be made also the developer.

\_Game engine: Unity Hub

\_Tools used to make adjustments for the graphic: Photoshop.