

RIDE'M

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Overview

Theme

RIDE'M is a rhythm + runner game based on electronic dance music (EDM) culture.

Elevator Pitch

Think Temple Run or Subway Surfers—but add a beat. RIDE'M is a combo rhythm-runner game for mobile platforms, where players are an aspiring DJ, playing “shows” by swiping left, right, up, and down and riding to the rhythm, collecting beats, dropping beats, and avoiding off beats. They'll play “shows” to gain rep and get invited to "festivals" through a fast-paced musical experience with a familiar gameplay mechanics.

Influences

- **Audiosurf**
 - Games (PC)
 - The primary mechanic of RIDE'M is inspired by that of Audiosurf, with having three columns of beats scrolling down the screen for the player to collect or avoid. In Audiosurf, players press left/right keys to slide between the three columns so that the player is in the correct column, eventually completing the song. In RIDE'M, players swipe instead.
- **Subway Surfers**
 - Games (Mobile)
 - Like Subway Surfers, the in RIDE'M players play the game by swiping left/right to switch columns. The player has items to collect and also items to avoid.
- **Guitar Hero**
 - Games (Console)
 - The inspiration taken from the Guitar Hero franchise is primarily in its story/world creation—instead of a rockstar, you're an underground DJ that, through career mode, seeks famous DJ-dom.



Core Gameplay Mechanics (High-Level)

- Venue Select Mode

- Select Show / Festival
- Show Mode
 - Swipe Laterally to the Beat
 - Swipe Up to Jump Over Obstacles/Beats
 - Swipe Down for Drop Beats
 - “Push the Button!” / CO2 Meter
 - Crowd Hype
 - Earning Rep / Show Scoring
 - Pause Show

Targeted Platform

Mobile (iOS/Android)

What Sets This Project Apart?

- Familiar and intuitive gameplay mechanics. Many players are already familiar with how to play games like Temple Run/Subway Surfers, and such games evidently have a timeless appeal.
- Takes aspects of different rhythm games and combines them into one experience. There are other “rhythm-runners” out there (s.a. Soundtrack Attack (Steven Universe), Moana: Rhythm Run) but they don’t have the familiar, scrolling-note gameplay of many classic and well-known rhythm games. RIDE’M also adds a strong story element to it reminiscent of Guitar Hero games.
- The current closest gameplay mechanic is Audiosurf, but Audiosurf focuses on a community of player-made maps and song-by-song gameplay. RIDE’M will have pre-made song maps and emphasize more of a story/”career” element.
- Within the context of this class, this project has balanced goal and is both challenging and achievable. There’ll be a heavy focus on assets and experience, and there’s a lot of room to add more gameplay modes and features should time allow so.
- Ideally, the music for this game is acquired from a range of indie to popular electronic music artists. So it could also serve as a platform for indie electronic music artists to get exposure. Will be particularly enjoyable for fans of EDM!

Player Interaction Patterns and Modes

Player Interaction Pattern

Single Player vs. Game. Players will play shows (one song) and clear festivals on their own. With allowed time, other potential interaction patterns could be online player scoreboards (Multiple Individual Players vs. Game) or PvP play (Single Player vs. Single Player)

Player Interaction Modes

- **Venue Select Mode**
 - Players see an overview of all available venues, ordered by region, including ones they've played, can currently play, or cannot yet play. They use this mode to select one to play. This brings them to the Show mode.
- **Show Mode**
 - The gameplay mode where players play a show/festival to gain rep points as they swipe left, right, up, or down, moving their player to catch/avoid beats.
 - Each show has a basic layout with the rep/score at the top of the screen, the CO2 meter on the right side of the screen with a button appearing at the top of the meter when CO2 is filled up. In the center of the screen, there are three lanes that the player can be in, with the player at the bottom and notes autoscrolling towards them.
- **Show Pause mode**
 - Upon pausing a show, this menu is displayed. It shows the song name, the progress they're at in the track, options to adjust music volume/FX volume, and buttons to resume, restart, and quit the show.

Objectives

- **Primary**
 - Play through all of the shows/festivals, eventually playing at UltiFest (fictional "biggest electronic music festival in the nation")! (Game completion)
- **Secondary**
 - Play through all shows/songs and earn the maximum possible rep points (completionist objective).
 - Note: this is a secondary objective because if players score well enough on songs, it is possible that they may not need to play through all shows in a group to move onto festivals.
 - Full combo all songs (perfectionist objective).

Procedures/Actions

In Venue Select mode, the player will primarily tap to navigate. The actions are tapping to select a show/song to play, then tapping to confirm selection. The player is then brought to Show mode.

In Show mode, the primary control scheme is the player swiping left and right between three columns, with three potential positions on the track: left, center, right. The actions here are thus catching beats (being in a correct column) and avoiding off beats (not being in a particular

column). They can also swipe up to avoid off beats, and swipe down to catch drop beats. Also if the player does well enough to see the “Push the Button!” button appear during the song (see [Rules](#)) they should tap to push the button.

In Show Pause mode, they’re taken to a menu displaying the song name, the progress they’re at in the track, options to adjust music volume/FX volume, and buttons to resume, restart, or quit the show. The first two of those are read-only display text. The options to adjust music/FX volume are sliders that should be tapped then slid to adjust levels, and the buttons to restart/quit the show just need to be tapped. They’ll be prompted with a confirmation modal: “Are you sure you want to restart/quit the show?” that they’ll need to confirm or cancel. Tapping “Resume Show” will bring players back to Show mode, where a 3-second countdown will display so they can get ready to resume gameplay.

Rules

Venue Select Mode

Select Venue

1. Players complete shows and festivals to progress in their career.
2. Players need to have a certain amount of rep to be “invited” to play at festivals and progress in the game.
3. Players cannot select festivals until they have enough rep for the festival.
4. Players cannot select shows until they are made available.
5. Shows & festivals are organized into regional groups of the U.S. (similar to “worlds” in platformers). Upon the completion of a festival for one region, all of the succeeding shows for the next region are unlocked so that the player can play those shows to gain rep for the next festival.

Replaying Shows

1. Players can return to play old shows should they need to gain more rep.
2. Replaying a show is the same experience—however, they only receive the positive difference of the rep they received playing that show. In other words, only the amount of rep they did better by is added to their player total rep.
3. If they did worse, their player total rep is left unchanged.

Show Mode

Crowd Hype

1. Players are supposed to do their best to maintain “crowd hype” (i.e. health) by collecting beats.
2. Crowd hype calculations are abstracted from the player, but they can see the crowd hype in the background behind the track, represented by the number of people in the audience: the number of people appearing to be in the crowd reflects their crowd hype.

Collecting Beats

1. There are three kinds of beats: regular beats, drop beats (worth more rep), and off beats.
2. A player catches a beat by being in the same column as the beat when it scrolls down.
3. If the player catches a regular beat, their crowd hype increases (i.e. more people come trickle into the crowd) and they gain rep (i.e. points) by the value of the beat type times the current multiplier.
4. Drop beats are less frequent and occur on song drops. To catch a drop beat, In addition to being in the correct column, the player also needs to swipe down.
5. If a player misses a beat or accidentally catches an off beat, they lose their multiplier and lose crowd hype, but do not lose rep.

Multiplier

1. The multiplier increases each time a player gets 10 notes in succession: 10, 20, 30, then 40, and in powers of 2 increments: x2, x4, x8, x16, respectively.
2. If a beat is missed or an off beat is caught, they lose their multiplier (x1) and also lose a percentage of crowd hype (see [Core Gameplay Mechanics](#)), but do not lose rep; in other words, they simply don't gain any rep.

CO2 Meter

1. If the player is at full multiplier (x16), each caught beat increments a “CO2 Meter”. This increment is not influenced by multiplier.
2. When the CO2 Meter is full, a large button will appear saying “Push the Button!” at the top of the meter.
3. Upon pushing the button, the player yields “Ultimate Crowd Hype”, i.e. has a x32 multiplier for 5 seconds that they can't lose even if they miss a note, as well as a full crowd hype meter that they also can't lose.
4. After using the button the CO2 Meter resets, and the player is left with a x16 multiplier regardless of whether they missed notes during Ultimate Crowd Hype.

End Show

1. There are four ways a show can be ended: show completion, show over, show restart, show quit.
2. If the player finishes the entire song without running out of crowd hype, it's show completion. They're shown statistics of their show (percentage of notes hit, a graph of the crowd hype fluctuations, etc), collect the rep for completing that song, and return to Venue Select mode.
3. If too many notes are missed too closely in succession and they've lost all crowd hype (i.e. there's no one in the crowd), it's show over. They're booed off stage, do not keep any rep collected over the course of the song, and are brought back to Venue Select mode.
4. If the player, from Show Pause mode, chooses to restart the show, it's show restart. They do not keep any of the rep collected over the course of the show and are brought back to Show Mode, starting automatically with the same song.
5. If the player, from Show Pause mode, chooses to quit the show, it's show quit. They do not keep any of the rep collected over the course of the show and are brought back to Venue Select mode.

Resources

- **Rep**
 - Rep is essentially equivalent to both score and EXP in RIDE'M. Players collect rep by accurately hitting the beats while playing their songs. A certain quantity of rep is required in order for players to unlock the ability to play festivals, which are required for a user to open up more shows/songs to play.
- **Crowd Hype**
 - Equivalent to health within Show mode. Players are expected to keep track of their "crowd hype" by being wary of how many people are appearing in the crowd (which they can see behind the track). Crowd hype is maintained by how well they're following the rhythm of the song (i.e. hitting beats and avoiding off beats). If crowd hype falls too low, it's song-over and they don't keep any of the rep gained during the gameplay of that song.
- **CO2**
 - Within show mode, when a player is at full multiplier (x16) the CO2 Meter increments with each beat they catch. If the player loses their multiplier, they do not lose CO2, but have to start the multiplier from scratch. When their multiplier is back at x16, they can once again accumulate CO2 starting where they left off. Once the meter is full, the player can "Push the Button!" to blast CO2 cannons, yielding ultimate crowd hype (i.e. 32x multiplier for 5 seconds). This uses all of the CO2 in the meter and they then would have to replenish.

Object/Entities

In Venue Select mode, the objects/entities needed are:

- Show venue markers (i.e. icons that indicate where a player can press to select a show)
- Festival venues markers (same as above, but a festival instead)
- An indicator of where the player is pointed currently (could be just highlighting the selected show or an actual representation of player)

In Show mode, the objects/entities needed are:

- Beats
 - Standard
 - Drop
 - Off
- Slider (what the player controls to catch beats)
- Record (what the beats appear to be sliding along)
- “The Button”
- The Crowd / Crowd Hype (Background)
- Multiplier indicator
- CO2 Meter

In Show Pause mode, the objects/entities needed are:

- Display Song Info: Song Name + Percentage Complete (thus far)
- Buttons for Restart, Resume, and Quit
- Volume Sliders

Core Gameplay Mechanics (Detailed)

- **Venue Select Mode**
 - **Select Show / Festival**
 - Details
 - In the Venue Select View, players see where they are in their career, and can select which shows/festivals to play.
 - How it works
 - Tap a show/festival venue marker to play the show/festival. Upon tapping on one, there's an indicator that it's currently selected (either glowing or you can see a little player on it). Tapping on it again after selection brings up a modal that shows the name of the song, and a previous rep record (if exists). Modal contains options: “Play Show” or “Go Back”. The former launches Show mode, the latter returns to Venue Select mode.

- Festivals and shows appear gray-ed out if they're not available to play yet. When a player selects a festival and the modal is brought up, players can see an x / y value displayed (x = player total rep, y = required rep for festival), and "Play Show" will appear grayed out if they don't have enough.
 - **Show Mode**
 - **Swipe Laterally to the Beat**
 - Details
 - In Show mode, beats will appear to scroll down to the player's slider. The player swipes to move the slider left and right, and the slider must be in the correct column to receive beats in that column. There are three types of beats that affect gameplay (see [Objects/Entities](#)).
 - How it works
 - Swiping left/right in the bottom half of the screen moves slider left/right. The slider stays in the position it was slid to. When beats scroll down to meet the slider-line, if they collide with the slider than an action takes place depending on the beat type.
 - **Swipe Up to Avoid Obstacles/Off Beats**
 - Details
 - In Show mode, off beats will cascade down the screen. In addition to swiping horizontally to avoid these obstacles, the user will be able to swipe up to jump over them. This adds an intuitive means by which the user can further interact with the slider.
 - How it works
 - Swiping up in the bottom half of the screen makes the slider jump up (to about twice its height). The jump only lasts for half a second, and after the slider elevates it quickly returns back to its original altitude (touching the cascading board). Jumps cannot be compounded, and a new jump will trigger only when the previous has completed.
 - **Swipe Down to Catch Down Beats**
 - Details
 - In Show mode, drop beats will cascade down the screen when a drop is coming up in the song. In addition to swiping horizontally to catch these beats, the user also needs to swipe down to properly catch them.
 - How it works
 - The player should swipe laterally in the bottom half of the screen as if they were catching a regular beat. The player then also needs to swipe down to match the timing of the beat colliding with the slider.
 - **"Push the Button!" / CO2 Meter**

- Details
 - When the player has reached full crowd-hype, any beats they collect increment a CO2 Meter, displayed on the right side of the screen. Once the meter is full, a button to release CO2 cannons appears. The cannons give the player a 5-second, invincible 32x multiplier.
- How it works
 - With each full-crowd-hype beat, the CO2 Meter is incremented 2%. When meter is full, "Push the Button!" will appear on top of the meter as a tappable button on the screen. The button will be visible enough that the player can see it, but won't get in the way of scrolling beats so the player can press it in their own time.
 - Once button is pressed, CO2 cannons are blasted, the crowd cheers, and for 5 seconds the Crowd Hype Meter charges to full (and stays that way), the multiplier amplifying to x32. At the end of the 5 seconds, CO2 Meter is emptied and restarts. When the CO2 blast ends, the player's multiplier starts at x16 and their Crowd Hype Meter is full regardless of whether they missed notes during the blast or not.
- **Crowd Hype Meter**
 - Details
 - The Crowd Hype Meter is essentially synonymous with the player's health in Show mode. If the Crowd Hype Meter is fully depleted, the player has failed that show and is booed off.
 - How it works
 - The player begins a song at 60%. With each caught beat, the meter increments 5%. With each missed beat, the meter increments 7%. If the meter is maxed out (i.e. $\geq 100\%$), it's considered full. If the meter reaches $\leq 0\%$, then the meter is considered fully depleted.
 - When the meter is at $\leq 10\%$, the player is in danger of failing and the crowd starts to boo.
- **Earning Rep / Show Scoring**
 - Details
 - Players earn rep solely by playing shows. Rep earned from successfully completing shows is added to the player's total rep count, which is not depleted (similar to EXP). While playing at a show, the rep/score is displayed at the top of the screen.
 - How it works
 - Catching a Standard Beat, Drop Beat, or Off Beat are worth 10, 50, and 0 rep respectively, times multiplier value. Rep is calculated in real-time and displayed in Show mode.

- Rep is only added to player total rep if the show is passed. If they fail the show they don't keep any of the rep earned from the show.
- **Pause Show**
 - Details
 - In Show mode, players can tap on a menu button in the bottom left of the screen to pause and take them to Show Mode.
 - How it works
 - Tap on individual options (i.e. Resume/Restart/Quit Show). Slide volume sliders (Music/FX Volume).

Story and Gameplay

Synopsis

You're a rookie DJ who happens to be gifted a mysterious new turntable...and your quest to become a famous electronic music DJ in the U.S. begins! Play shows to gather rep and get invited to festivals—maybe you'll even gather enough rep to kill a set at UltiFest, the largest electronic festival in the country.

Story

You begin as an underground, rookie DJ who stumbles upon a mysterious new turntable. Equipped with this new tech, you learn to catch the beat and decide to start playing shows, beginning a journey to become a professional DJ.

But every DJ has to start out small. You'll have to gain rep to get anywhere in this business, so you'll have to play more shows. You'll learn to drop beats and manage crowd hype—the better you play, the more rep you'll gain. Playing shows isn't always easy—sometimes you'll fail. But you'll get up and try again, and with enough rep, you, the aspiring DJ, will get invited to perform at festivals and shows around the country. Again, you'll start small—at more local shows, then regional festivals, and so-on...and the dream of UltiFest may become not be so far after all.

Gameplay Summary

Start out with a tutorial, your first rookie show. Play shows to gain rep to unlock festivals, which are basically more difficult shows. Clear festivals to unlock the next region. After completing all regions, play at UltiFest, the “final” show. Complete career and achieve professional DJ-dom.

Gameplay Detailed

The game starts with players at a tutorial show. Here the player will learn the [procedures and rules](#) of playing shows: swiping left/right to collect/avoid beats. They will also learn about the three beat types (Standard, Drop, Off), how to swipe up/down for off/drop beats, the crowd hype and how the background crowd hype indicator works,, and the CO2 meter/"Pushing the Button". The player will then receive rep for completing the tutorial, and will be brought back to the Venue Select mode where they're shown where and how rep is used, and introduced to how to select the next show to play.

When a player enters a region, they are presented 3-4 show venues that are all available to be played, along with a festival at the end of those venues. The player is to play those shows, maintaining crowd hype and keeping the beat as skillfully as possible to gather enough rep to unlock playing the regional festival (being "invited"). Sometimes a player won't get to playing all shows—if they did very well, they may not need to play a show or two to garner enough rep. Once a player has completed a festival for that region, the next region is unlocked. Players are allowed to replay unlocked shows/festivals whenever they so choose—however, they only gain the positive difference of the rep gathered during replayed shows (see [Rules](#)). Each region is intended to get progressively more difficult (i.e. more difficult beatmaps, tempo of track, etc.)

When playing a festival, the gameplay is the same of that of playing a show except that the track is usually intended to be longer and more challenging. Sometimes the festival song may even be more challenging than the first few show songs in the next region.

After all four regions (South, Midwest, Northwest, West) are completed, then if the user has enough rep, they unlock the ability to play at UltiFest in Las Vegas. UltiFest is a multi-track challenge with the same gameplay, but is intended to be even more challenging. Once the player completes UltiFest, they're congratulated for completing the game and becoming a pro DJ all across the nation. Their save progress is saved and they can go back to replay shows.

Assets Needed

2D

- Textures
 - Fluorescent texture (like Tron)
 - Record texture
 - Metal texture
 - Clouds/spraying gas (for CO2 cannon)
 - Texture for meters described above

- Crowd Hype Indicator (background)
- Objects/Entities
 - Show/Festival Venue Markers
 - Venue Select Mode Backdrop
 - Show-Playing Mode Backdrop
 - Different colors for CO2 Cannon Blast
 - CO2 Cannons
 - “The Button”

3D

- Objects/Entities
 - **Slider** - Possibly some sort of cube or angular object in keeping with the Tron-esque theme
 - **Beats** - These would be shaped like an outline of the slider to encourage the player to slide the slider into them. Each beat will be lit a different color corresponding to the beat type as well as the pitch of the beat. This will help draw attention to the beats and encourage the user to swipe into them.
 - **Track** - This would consist of this endlessly cascading board sliding towards the player with two lines denoting rows for different notes (2 dividing lines = 3 rows).

Sound

- Sound List
 - Venue Select Mode
 - “Play Show” Sound
 - Back Navigation Sound
 - Select Song Sound
 - Show-playing Mode
 - Crowd cheering Sound
 - Crowd booing Sound
 - Off Beat Caught Sound
 - Regular Beat Caught Sound
 - Drop Beat Caught Sound
 - Invincibility Mode Enabled
 - Invincibility Mode Disabled
 - Multiplier Increase Sound
 - “The Button” Activation Sound
 - CO2 Cannon Blasting Sound
- Music
 - Tracks for all shows/festivals
 - BGM for Venue Select mode