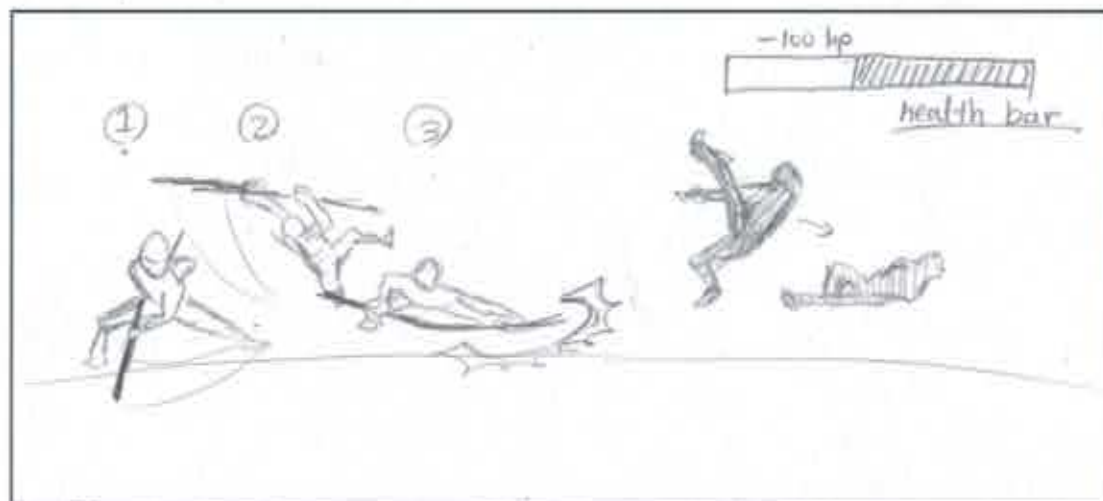
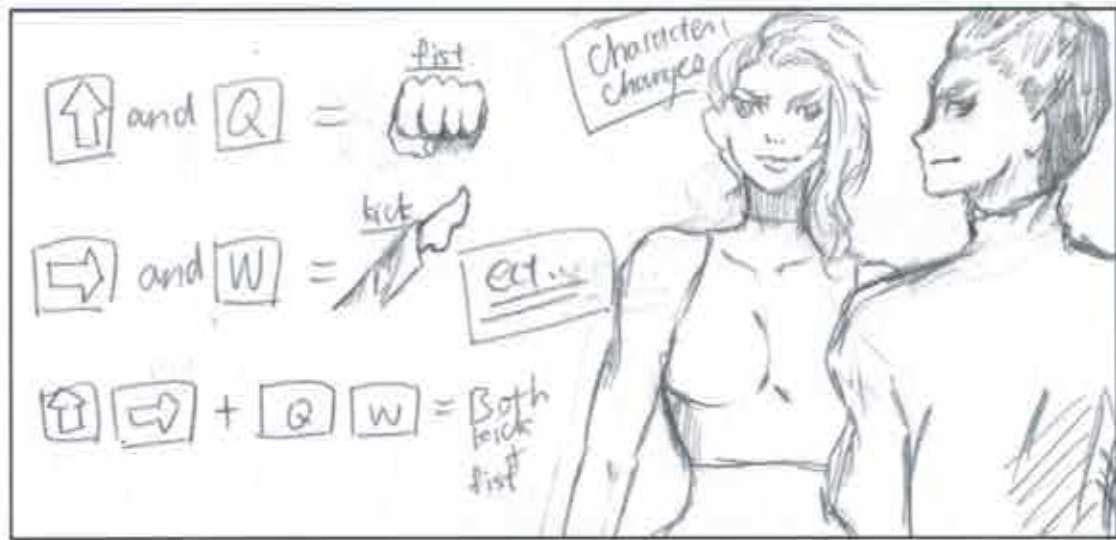


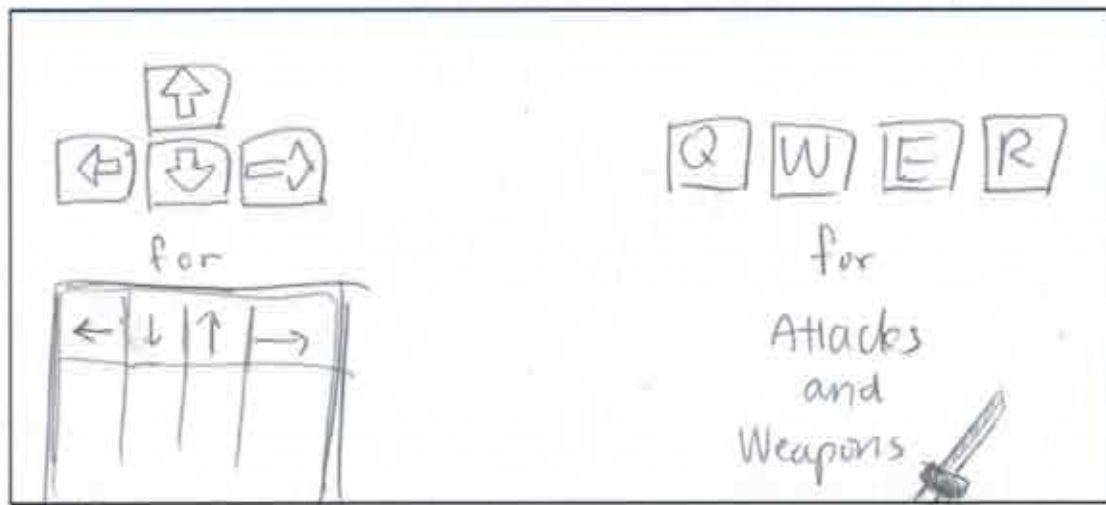
The concept of the game is that you are given a song with a certain beat per minute (BPM), and that you have to put in your fighting moves at those inputs.



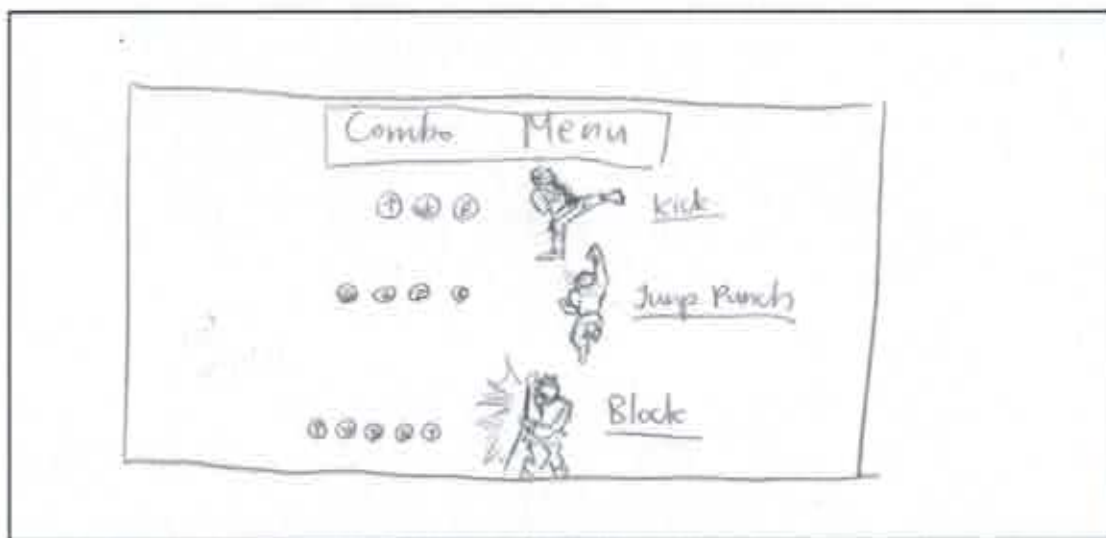
You and the enemy both have a health bar and can be damaged by each other depending on whether or not your moves connect.



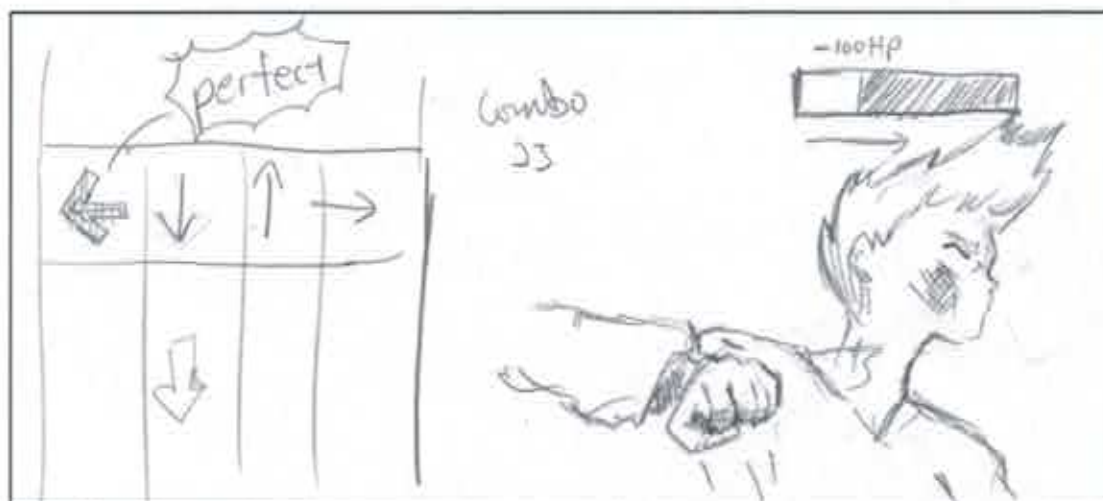
There are set of combos per character and we may have multiple characters; aiming for two minimum characters



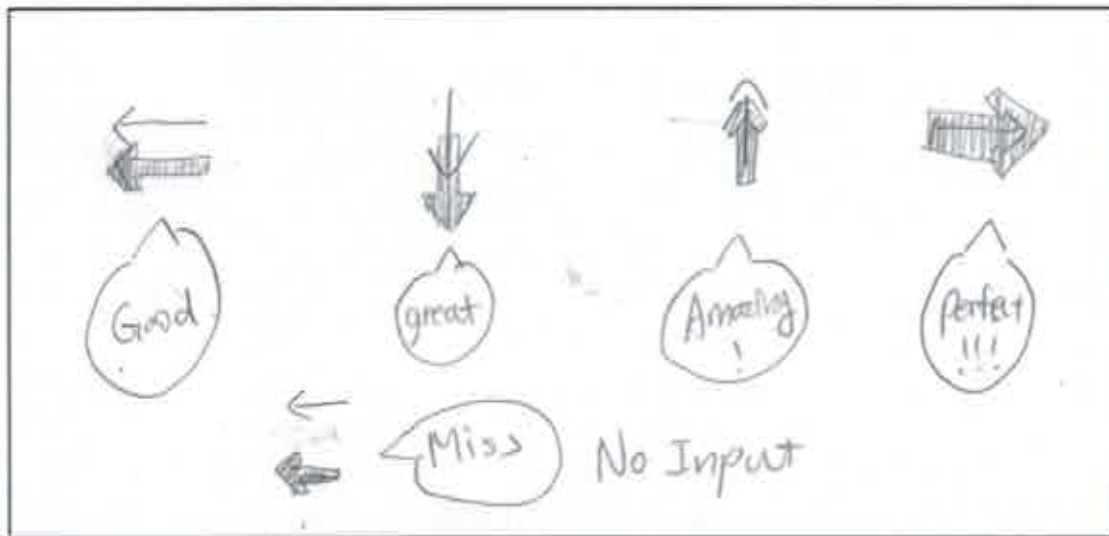
The movement keys would be the arrow keys.
The hitting keys are Q, W, E, R (subject to change).



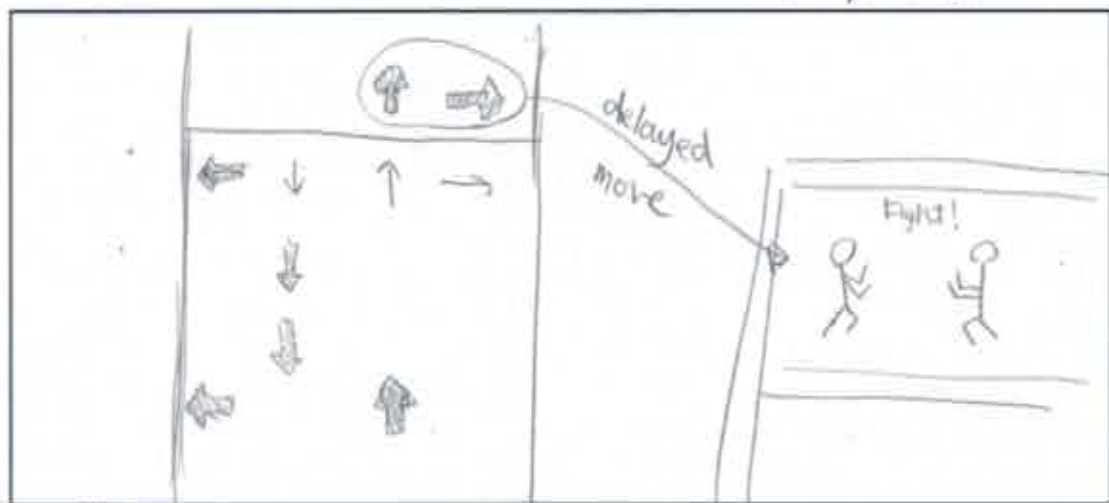
The "Combo Menu" will appear instructing you what actions you can take (ex: The character will be able to both punch and kick the opponent).



Damage and movement will be scaled on how well you do the combo (ex: if you hit your inputs perfectly timed then the damage will be 100%).



Depending on when the input is given, there will be different results.
If you place the inputs when the target is just entering the targeted area, you will get a near miss; 20% = good, 50% = great, 80% = Amazing, 100% = perfect!



All action are delayed until the marker leaves the action box.
The targets will move at a consistent pace but the amount of targets that you can fix will increase based on BPM of the song.