

Design Questions Document:

1. What is the nature of the gameplay? That is, what challenges will the player face? What actions will the player take to overcome those challenges?
 - a. The player's main challenge is to hit on beat as accurately as possible to do maximum damage to the monster and avoid being killed by the monster's attacks. The player will need to time their key presses to match the BPM of the song playing.
2. What is the victory condition for the game? What is the player trying to achieve?
 - a. The player's goal is to defeat the boss/monster by consistently hitting on beat and avoiding too many mistakes. The player will attempt to finish the entirety of the song. If the player misses too many beats, the monster will kill them first.
3. What is the player's interaction model (mouse/keyboard)?
 - a. The player will interact using the keyboard, pressing keys in time with the music to attack the monster and defend themselves from its attacks. The player will use mouse controls for the menu.
4. What is the general structure of the game? What is going on in each mode, and what function does each mode fulfill?
 - a. There will be two modes of the game: Easy and Hard
 - i. Easy Mode: This is the fight against Rhino. The BPM is going to be slower, and clearer, and there will be more leeway for the player's clicks (there will be a larger window). The monster is not very strong (less health), meaning that the player's attacks can cause more damage to the monster.
 - ii. Hard Mode: This will be the fight against The Demon. The song is faster and will require more precision from the player's clicks (there is a tighter window). The monster is stronger in this level, meaning the player's attacks cause less damage and the monster is capable of inflicting more damage on the player.
5. Does the game have a narrative or story as it goes along? If so, summarize the plot.
 - a. This is a simple action game focused on rhythm gameplay, so it does not have a complex narrative. However, there is some backstory for the general motivation behind the quest. The player's fighter is named Paula, who is a soldier tasked with defeating multi-dimensional monsters that have appeared in our universe.
6. Why would anyone want to play this game? What sort of people would be attracted to this game?
 - a. This game would appeal to players who enjoy rhythm games and a challenge. It combines the elements of timing and precision with the excitement of battling a boss, creating a unique and engaging experience. Players who enjoy music and rhythm-based gameplay would be attracted to this game