



DANCING NOTE

Sleeping Forest team



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CORE GAMEPLAY

Genre: Endless Runner | Music

Orientation: Landscape | Sideview

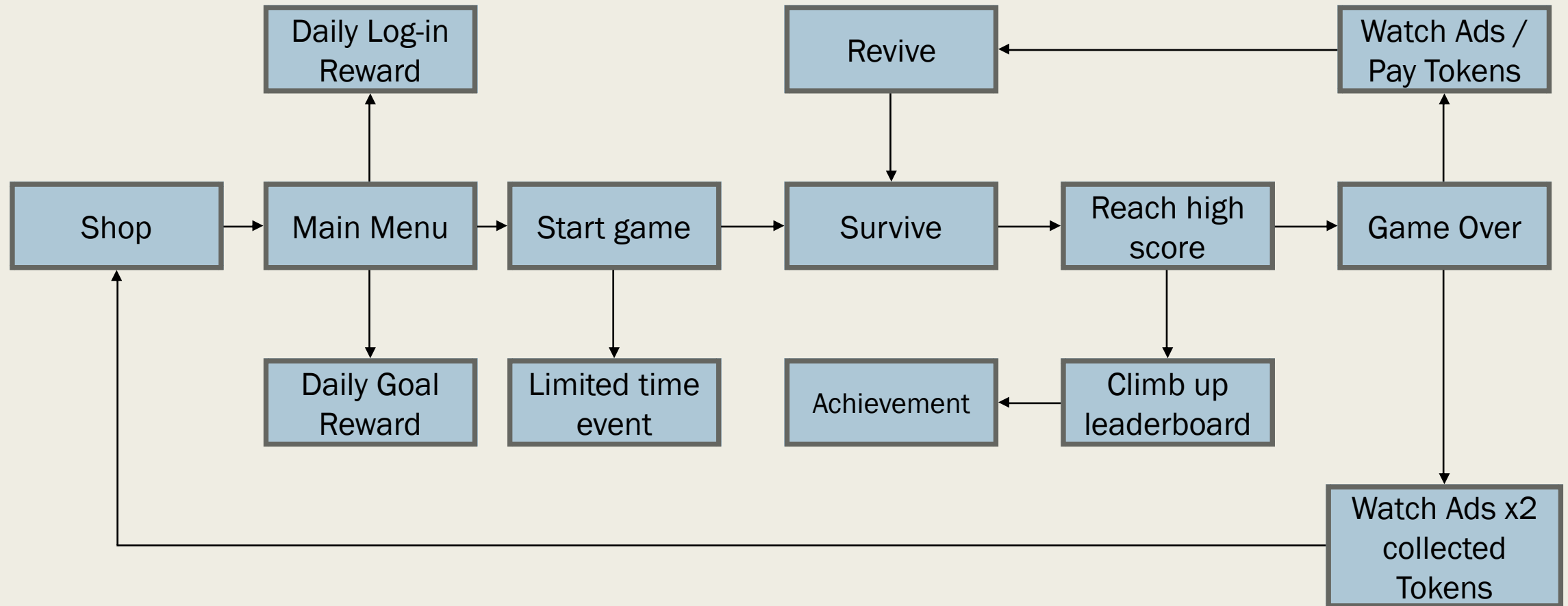
- The stage contained parallel columns.
- MC will automatically jump forward.
- Control the columns to “launch” MC as he/ she lands on the surfaces.
- Perfect-timing is required to make MC jump faster & further.
- GAMEOVER when MC stuck at obstacles/ fall in the gaps between columns.

CONTROL & CAMERA

- Tap on a column to “raise” its height.
- Only one column can be controlled at a time.
- The raising speed of columns is the same.
- Camera follows MC.
- The actual map size is 6 times larger than the size of Ipad screen:



Gameflow

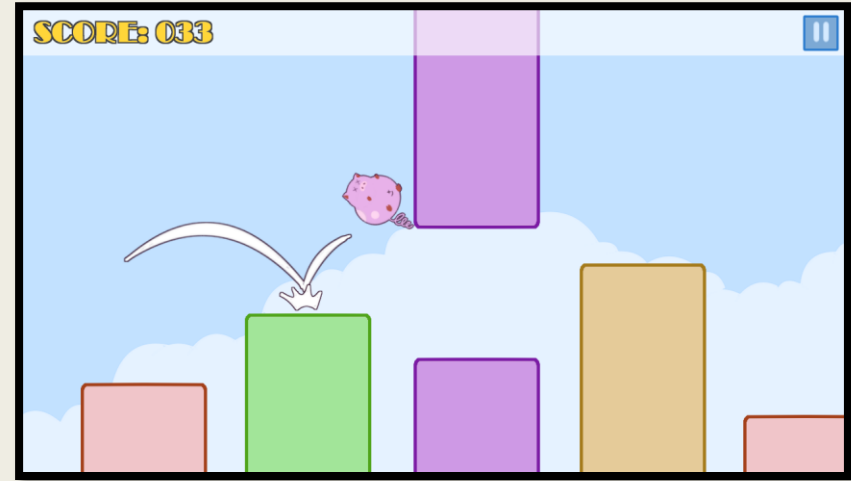
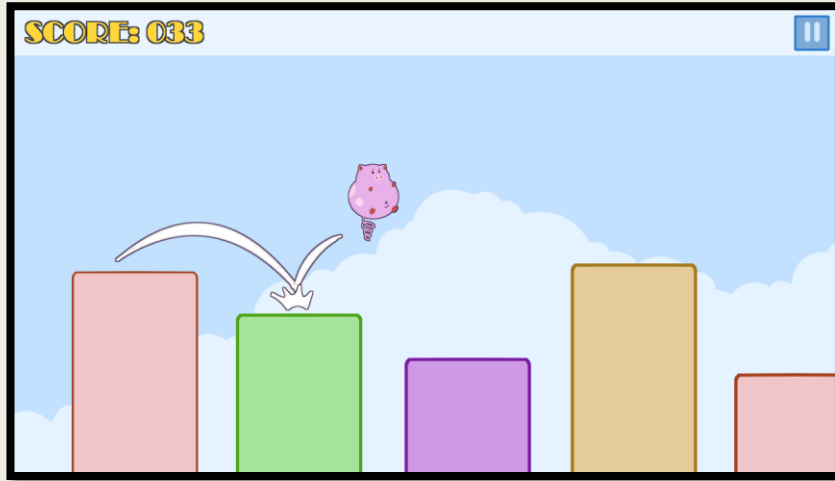


Graphic and Themes

- Art Direction: Ex: Dancing Line
- Art Style:
- Themes: Ex: Rayman the Adventure



Fake screens



Retention

■ Daily log-in

- *Users keep log-in to receive better rewards and a grand prize on the final day of the month.*
- *Daily log-in does not reset if player cannot log-in. The reward will remain & stack up until player claims it.*
- *If player claims a reward, he needs to wait until reset time on the next day.*

■ Daily Challenges

- *Daily objectives to encourage players to engage more in the game to receive rewards upon completion.*
- *Daily challenges will reset at certain time everyday.*
- *Daily challenges have different grades with various difficulties.*

Retention

■ Achievements

- *Serves as long term goals for players to engage in the game.*
- *The daily efforts of player can be stacked to complete an achievement.*
- *Achievements have different difficulties and thus, the prizes are various.*

■ Limited-time event

- *Limited time event will provide a great bonus for players but it is only available for short time.*
- *Make players return to the game and play to compete each others.*
- *Limited time events can be either beating their friend's new score; or complete a challenge to unlock a new character.*

Selling points

- New gameplay for tap tap musical game.
- MC is reskinned with different designs.
- Simple to play, hard to master.
- High retention with hot time events.