Project 2B: Individual 2D Game Design Document (GDD)
INITIAL DRAFT

'Will you become a disco demon, a b-boy boss, or a freestyle freak?' – **Roland Salvador**

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1 Game Overview

Title: Dance^2 Circumvolution
Platform: PC
Genre: Rhythm Game
Rating: (E for Everyone) ERSB
Target: Casual gamer (aging from 5+) or serious gamers
Release date: December 2021
Publisher: rol& Studios

Dance^2 Circumvolution is a single-player rhythm game where the player must press the corresponding arrow key at the correct timing. Typically, these arrows or "notes" are pressed to the beat of the song that is playing and difficulty will vary from map to map. Beware, if the player misses too many notes or is off beat for too long, they will fail the stage! Traditionally, this game is played at arcades with the player using their whole body and feet. However, Dance^2 Circumvolution is meant to be played on the keyboard in the comfort of your own home!

2 High Concept / Genre

Dance^2 Circumvolution is a rhythm game that sets the player into an arcade-inspired screen where many arrows (notes) will travel down the screen, and the player must hit the corresponding arrow key at the bottom of the screen at the correct time. It may sound simple at first, but as you progress through the game, the song and notes will get faster and faster! Choose from a variety of songs to play! Your favorite arcade game is now, quite literally, at your fingertips!

3 Unique Selling Points

➢ Catchy songs that will be stuck in your head
➢ Tons of re-playability as you and your friends try to beat each other's high score
➢ Classic and nostalgic gameplay

4 Platform Minimum Requirements
PC: A functional PC is required

5 Competitors / Similar Titles
This game is directly inspired (a rip-off of) Dance Dance Revolution and StepMania.

6 Synopsis

Deep inside of us, we all have the urge to jam out to our favorite songs. Are you too busy to go to the arcade? No problem! Launch Dance^2 Circumvolution on your PC and vibe all night long!
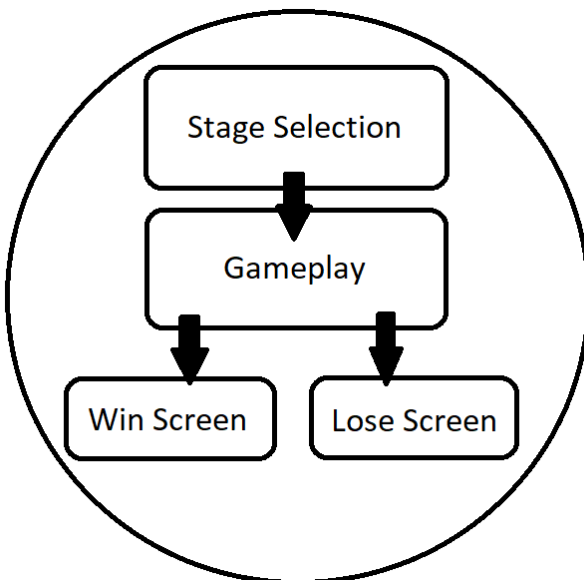
7 Game Objectives

The objective of the game is to hit the arrow as close as possible to your arrows at the bottom.
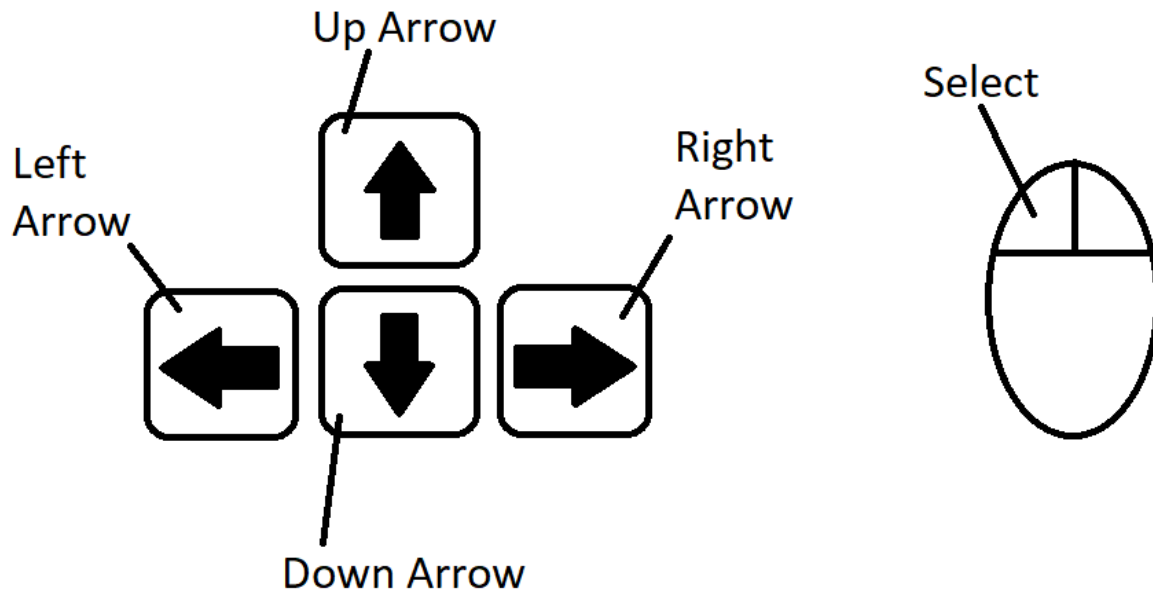
8 Game Rules

The player must try their best to stay on beat and not miss too many notes. The window for error depends on the difficulty of the current stage. The better your timing, the higher your score. The more notes in a row you hit, the higher your combo, and the more you score.

9 Game Structure

10 Game Play

Game Controls

HUD

(To be added later)

11 Art

(To be added later)

Level Design

(To be added later)

Audio

(To be added later)

12 Wish List

(To be added later)

13 Bibliography

(Planning to make own assets for the whole game. They are not made yet.)

(However, if outside assets are used, it will be added here)