GAME TITLE: DANDELION SPREAD

Team Name : SaE

Name:saku

Target Audience: casual gamers, music lover

Gamer Type: music game

Target Platforms: iPhone, Android

Genre: music game

Number of Players: single

# High Concept Statement

The player act as a seed of dandelion, control the direction and fly in the wind. In each level, you can fly into the other dandelions, hit them and let their seeds go. While hit one target, you can get more energy as the time you have in this level, and make a rhythm played. All targets will be set at designated position, if the entire target in the level is hit correctly, the full song will be played.

The time in this game takes the form of season; it starts at the end of summer and ends in late winter. Hit more targets to gain more time, the longer you fly, the farther you spread. In the next level, your seed will sprout; grow up and ripe, level by level, year by year. At the beginning of each level, the play time is half of this level. If too many target was missed, it will not came to winter; the seed must settle down at midway; And the music not completed. The goal is to fly farther, spread farther before

In this game, we use the gyroscope to control your character; you can finally get rid of the bad touch screen experience in Quick Reaction.

# Feature Set

Nice music:

Each level have a particular music, different music type tells different story.

Gyroscope to control:

Move your mobile phone up and down to control the direction you go.

Spread as the real plants:

Fly the seeds away and settle down before the snow coming.

# Player Experience Goals

The goal experience is to create a peaceful; Zen and harmonious time with the nice designed music and fluid input motion.

# Team Roles

Composer: Music maker

Designer & developer: set each target in the map, build all the game system

Artist: build the map, design all the visual things

# The Competition

Deemo:

Piano music game, tells a story of a little girl. As a traditional music game , use the strictly note evaluating .

Elite Beat Agents:

Music game with storytelling. Comic style. Use Resistive touch screen, which has better feeling to the touch then capacitive touch screen.

# Innovation/Creativity

In this game, we focus on the higher degree of completion rather then the time of rhythm, which is Different with other music game. the speed you move is basically fixed, so you can pay more attention on how to hit all the targets, and enjoy the music more relaxed.