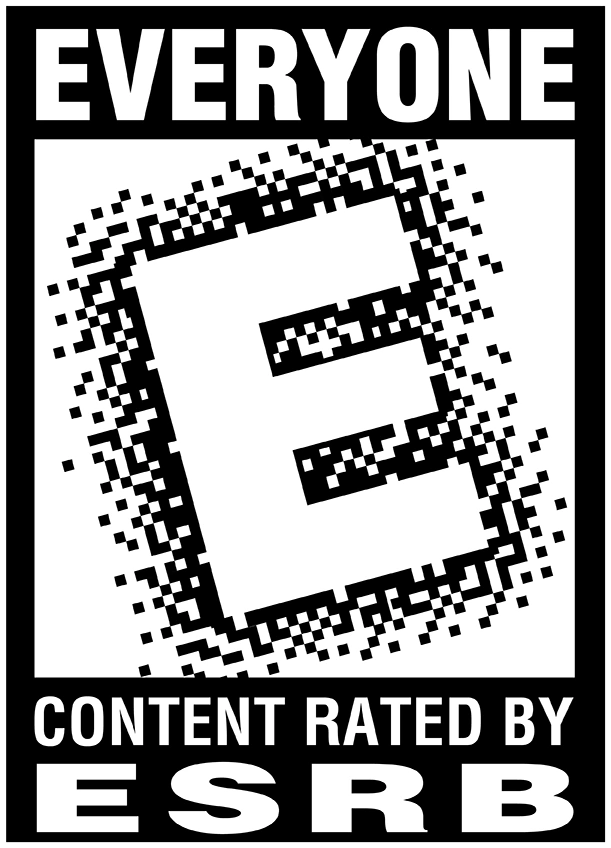
Dev Team: Alex, Brent, Hinnawi, Ryan, Tom, Tristin

Sound Mind

iOS Development, triOs College 2018

**horizontal line**



**Sound Mind** is a feel-good simple rhythm-based game in the vein of Geometry Dash. It’s a 2d game that will take you on an A/V journey with the purpose to inspire people to make their own art while enjoying a light action game which tests the player’s timing and reflexes.

**Gameplay Modes**

To begin, there will only be one game mode, which is an endless, survival/high-score based action mode. The main premise is to survive as long as you can without hitting any obstacles in this endless “runner”.

**Unique Selling Points**

This game takes advantage of the easy-to-pick-up classification of gaming to create a truly addicting experience. In addition to its relaxed gameplay, the combination of auditory *pleasure* and visual *stimulation* is intended to take the player on a creative journey of inspiration and hand eye coordination

**Competition**

There are many endless runners similar to this one, however the simplicity of this game coupled with the excellent art style and unique music will give Sound Mind the edge when it comes to comparison.

**Competitive Products**

Geometry Dash, Impossible Game, Worlds Hardest Game.