

# **DANCE GAME**

Design Document

## **Synopsis:**

Dance Game is a game that revolves around music. It will take place on a platform utilizing the X and Y axis. The player will be centered on the platform as enemies travel towards the player from 4 different directions. The enemies will approach the player according to the specific beat in the game. The player will have to attack the enemies using the arrow keys hitting them accordingly to the beat. The player will only be able to attack the enemies when they are next to them. The game will be staged based, the beat will increase in tempo with each stage.

## **Art Style/Aesthetic:**

Dance Game follows an art style that mimics the colour scheme and style of 80's dance clubs. The game will revolve around a cassette tape and will be very stylised. The game will pulse with vibrant colours and have a cartoon vibe to it making it very visually pleasing to the player.





\* see above moodboards



\* see above colour palette

## **Gameplay Features/Mechanics:**

### **Music:**

The music in Dance Game is one of the key features of the game. The game revolves around music. The player will have to match the beat of the music and enemies to their attacking pattern. If they miss the beat of the music when attacking an enemy they will be hit and lose a life.

### **Attacking:**

Attacking enemies will be done based on the beat playing in the game. When enemies are next to the player, the player must strike the enemy on the beat to kill the enemy. Depending on the enemy type the player may have to strike more than once. Attacking will be done with the arrow keys.

### **Spawning:**

Enemies will spawn one at a time according to how fast the game's beat is. The spawning of enemies will be random, creating a more interesting aspect to the game. Each stage will have a faster beat meaning enemies will spawn faster. Enemies will spawn from 4 different directions, up, down, left and right.

### **Enemies:**

Enemies will vary in Dance Game, there are three types of enemies each with different hitpoints adding a variety to the game.

***Quaver:*** This enemy will take one hit to be destroyed

***Double Quaver:*** This enemy will take two hits to be destroyed

***Triple Quaver:*** This enemy will take three hits to be destroyed

### **Stages:**

There will be multiple stages in Dance Game that unlock as the player progresses further into the game. Each stage will have a faster beat and will spawn harder enemies making it more difficult for the player.

### **Lives:**

The player will be given three lives at the start of each stage, if the player loses all of their lives they will have to start the game over again.

**Score:**

The player's score multiplier will go up depending on how many enemies they defeat without missing a beat. At the end of each stage the player will be presented with their score. If the player loses a life and misses a beat however their multiplier will return back to 1.

**Genre/Demographic:**

Dance Game will be classified as a fighting game crossed with a dancing game. Considering Dance Game holds no real violence it will be rated G and appeal to audiences of all ages, especially ones that enjoy music.

Games/media similar to Dance Game;

- Crypt of the Necrodancer
- Dance, Dance Revolution
- Guitar Hero
- Rock Band
- Beat Hazard
- Audio Surf

**Release Details:****Platforms:**

Dance Game will be released on the PC, Xbox One and PS4

**Business Model:**

Dance Game will be released on steam and will be priced at \$9.99, On Xbox Live it will be priced at \$9.99 and on the PlayStation Network it will be priced at \$9.99.

**Project Scope:****Initial Release:**

The target of units sold within Dance Game's launch weekend is between 10,000 to 20,000 units sold.

**Eventual Master:**

Dance Game is expected to sell around 50,000 units after its initial release.

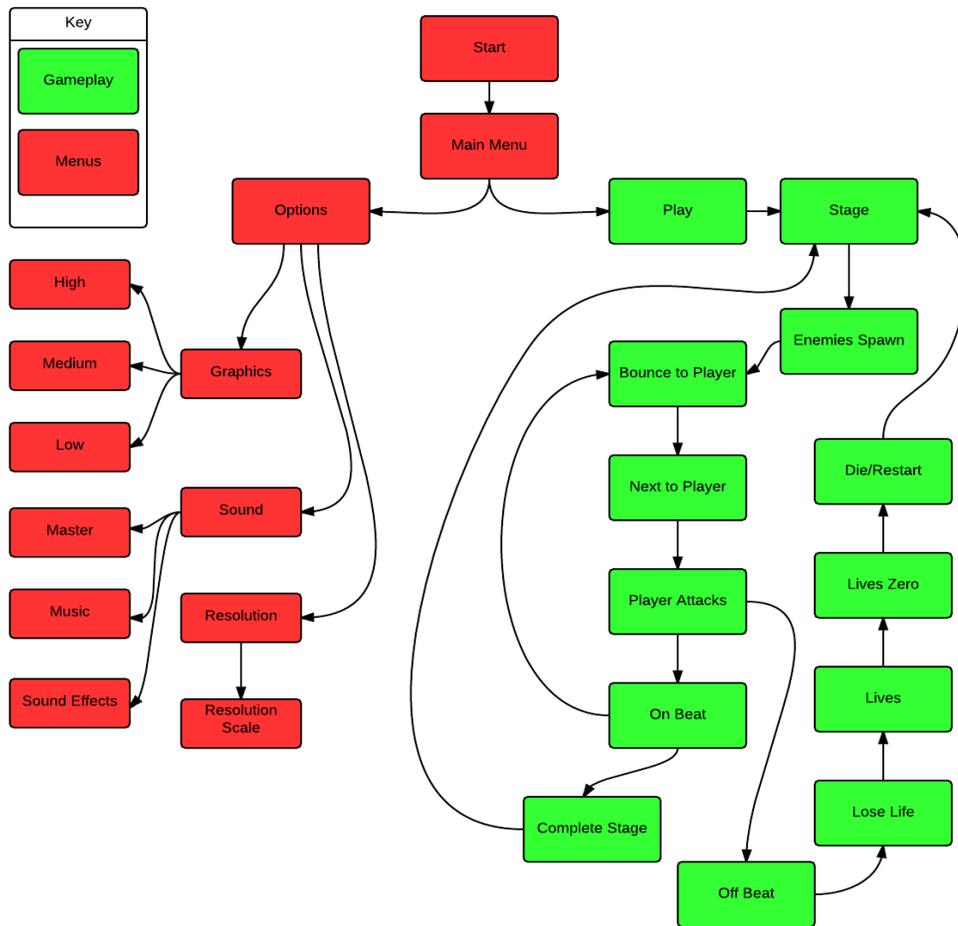
**Editor/Engine:**

Dance Game will utilize the Unity engine as it is an easily accessible engine, free and easy to teach people.

### Languages:

- English
- Dutch
- Spanish
- French
- Japanese
- Swedish
- Italian

### Gameplay:



### Interface:

**HUD:**

**(Insert art here)**

**Camera:**

The camera will stay in a fixed place throughout the whole game showing the player and the entirety of enemies within the scene.

**Controls:**

PC:

Arrow Up – Attack up

Arrow Right – Attack right

Arrow Down – Attack down

Arrow Left – Attack left