

Disco Fixer

Core Features

- 2D
- Rhythm game
- Points
- High score system (optional)
- Movement locked to beats
- Overheat system representing player stamina.
- A tile destroying mechanic (the play area consists of tiles).

Game flow

Fun and engaging gameplay set in an 80's disco themed environment, where the player is constantly dancing around the dancefloor to the rhythm of the song playing. Not only does the player always have to move on the beat of the song, but the dancefloor tiles are not new, and therefore breaks every now and then. And it's the players job to repair those tiles.

To repair a tile the player simply needs to "dance" over to the damaged tile, and for every time the player fixes a tile, the player gets points. However, the number of points the player gets is determined how well the player matches the timer/beat that is relative to the specific tile.

This timer/beat is represented both with a number on the tile, and a light effect around the specific tile. For example, the tile could show the number 3, which then would tell the player the number of beats before the tile breaks. In other words, the player needs to reach the tile before the number goes down to 0. But the closer that number is to zero, the more points the player will get when reaching the specific tile. This is all an idea based on dancing and making the right move at the right time, you might do the right move, but the timing was off and there for get less points.

If a tile would reach 0, the tile breaks and turns dark. This tile is now permanently broken and is a so-called dead tile. This tile is not only not going to light up anymore, but it is also a tile that the player no longer can walk on. So, depending how the player do, the playing field could change quite drastically. But other than missing tiles and getting problems to move around cause of dead tiles. There is another threat out there on the dancefloor.

Dancing and repairing is draining, the player in question is a disco veteran and usually don't have too much trouble with getting too hot while dancing. This is when there are no other heat sources interfering, which brings us to the other threat the player needs to be aware of, Spotlights.

This brings us to the heat/overheat system of the game. The heat-meter that is visually represented on the game's UI is constantly filling up in a slow phase from the moment the player starts moving. But as mentioned earlier this is normally not a problem for the experienced dancer.

There are however a total of two spotlights in the scene. One moving on the vertical axis, and the other on the horizontal axis. This spotlight will move around every now and then making one row per spotlight extremely hot in comparison to the other tiles that is not being hit by the light from these spotlights. When the player hits these lights, the player will start to get warm. This is represented by the fact that the heat-meter fills up by a set amount every second the player is in contact with these lights. If the meter gets full the player will faint from overheating and the player loses the game.

To counter this heat-up system there will spawn a water bottle every now and then that will refresh the player and take away some of that heat when picked up.

This is not the only mechanic hidden in the heat system, but there is also a bonus given to the player for keeping cool. The bar representing the heat-meter is divided into a total of 5 pieces, and the less pieces that are completely full the higher the multiplier for the points the player gets will be.

"An idea that do need to be tested first is that the bpm will get faster the more filled pieces of the heat-meter there are. This is to represent that the player is getting tired."

And this is the game loop, dance & repair, get points, stay cool and complete the full song and get the highest score amongst your friends.

Game Elements

- **Movement on beat**
- **Player stamina a.k.a heat-system**
- **Breaking tiles**
- **Dead tiles**
- **Points**
- **Water bottle pick-up**

Movement on beat

The player can move in 8-directions. One step at a time, and only on the beat. So, the player needs to pick one direction to move, and the character will automatically move in the chosen direction when the beat comes.

If the player has not chosen a direction the character will move in the same direction as last input. If that however is not possible or there is no last input, the character will randomly choose one of the possible directions and move there instead.

Player stamina a.k.a heat-system

The players physical condition is represented with a heat-meter on the UI. The meter is divided in to five pieces. The less pieces that are filled up, the higher the players point multiplier will be. The meter will start to fill up as soon as the player starts moving. This is to represent the player getting hot from working & dancing.

Another way for the heat-meter to get filled up is if the player gets in contact with any of the spotlight's lights in the scene. If the meter gets full, the player collapses from fatigue and the player loses the game.

Breaking tiles

The game will as soon as there are no breaking tiles precent on the "dancefloor" create one breaking tile on each beat until x-number of broken tiles exist. And these tiles will have a random number between 1 and number of tiles on the dancefloor showing on the specific tile. That number represent the number of beats before the tile will break and become a **dead tile**.

Dead tiles

A dead tile is a breaking tile which time has passed. The tile will turn dark, and the player will no longer be available to walk on that specific tile. This tile will never reactivate and will stay dark/dead for the rest of the song.

Points

The player will get points for every breaking tile he or she manage to reach before the specific tiles' timer reaches 0. And furthermore, the points the player get is based on how close the tile was to the number 0, and how many pieces of the heat-meter that is filled. And when/if the player falls, or the song ends the players final score will be calculated and shown to the player.

Water Bottle Pick-up

This pick-up in the form of a water bottle will spawn randomly on the dancefloor in a set interval. If the player picks these up (moving to the specific tile) the heat the player have been accumulating will be reduced by a set amount.

Graphics & Animations

Overview

The games setting is set in the early 80's and wanting to have that arcade hall feel we decided to go for some old school classic pixel art. Think donkey Kong, but a bit more modern as we wanted a bit more pixels and most of all more colours to work with to really capture that 80's disco feel.

Animations

Player Character

- Idle animation
- Moving animation
- Repair animation (spin and pose)
- Victory animation
- Death/Pass out animation
- A small glow – I'm shiny kind of feel effect around the player when the player repairs a tile on the exact beat before it would break.
- A looping Travolta pose as in the mood board. (for the intro scene before the game starts)

Floor

- A constant change of colours based on bmp animation (probably done with code)
- A breaking animation
- A cool visual presentation for the beats left until turning to a dead tile (pref, number anim)
- Turning from breaking to dead tile animation.

Spotlight

- On and off animation (lights) – enough if we just use code to turn on/off light component?
- Move animation (sliding on the rails before returning to "idle" on the new position)

UI

- A flash/light effect for the disco ball on the beat's visual representation (when a beat reaches it, the disco ball will flash and visually show when there is a beat.
- A heat/health bar - that can go from empty to full.
- Glow effect for the beats that are moving in the beat area.
- Splash text for commentator/player messages like (yeah!, Cool! DISCO!)
- A disco ball that will change glow depending on how full the heat-meter is.
- A box where the score will be shown. And make the text grow a bit and then go back to normal. This animation is played when the player gets points.

Sound & Music

Overview

Low bit music and sounds effect with a clear 80's disco feel is the style of sound we are going for.

Music

- One song for the actual gameplayer. About 5min long or at least loop able so we can adjust the length of the game.
- One short song for the main menu.

Effects

- Announcement voice – Yeah!, Cool!, Perfect!, Disco!

Menu flowchart

