

PENTABEAT

GAME CONCEPT

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- HIGH CONCEPT:

Rhythm based bullet-hell platformer.
FURI meets Guitar Hero.

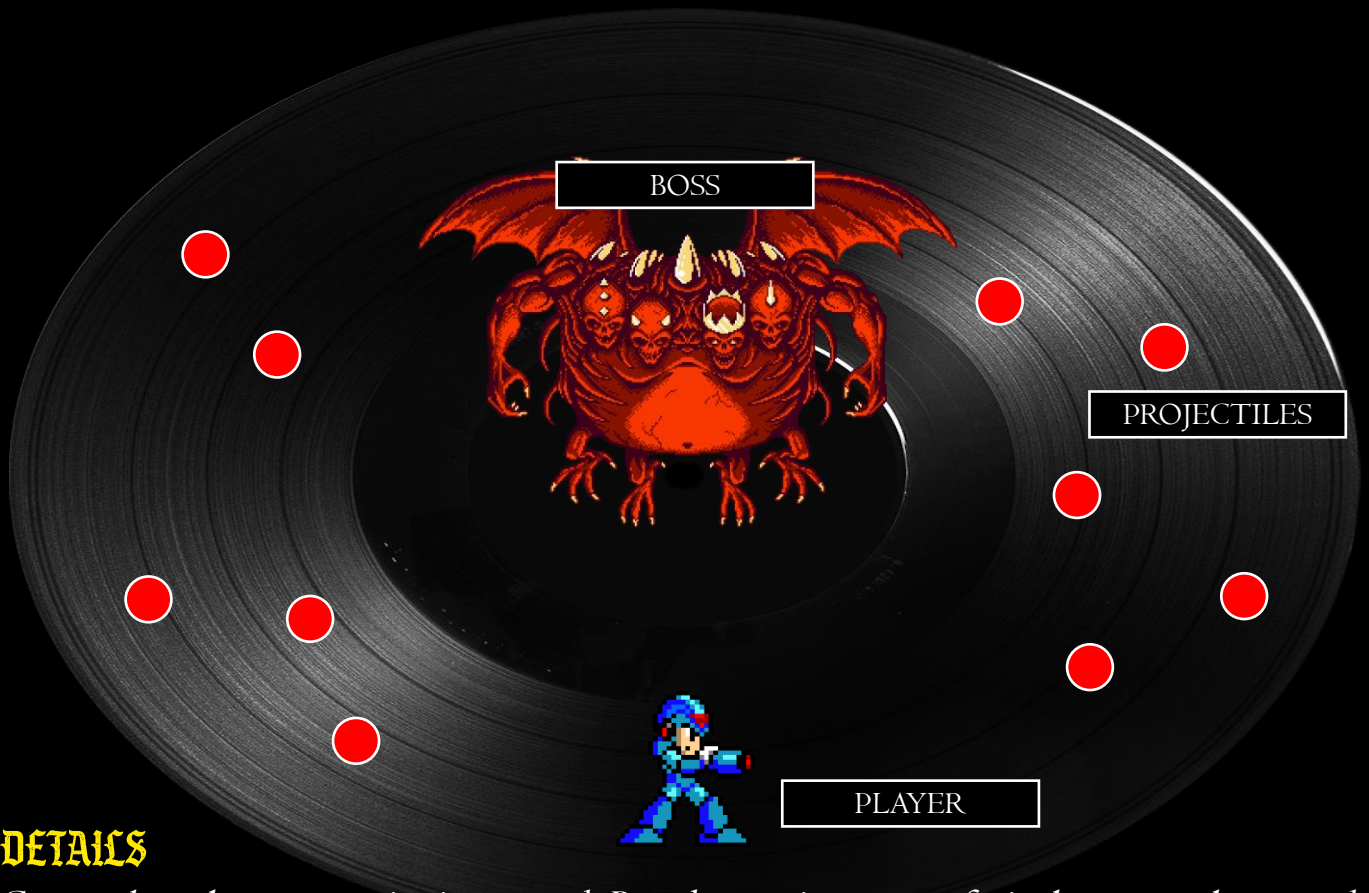
- GAMEPLAY:

"Demons have possessed our vinyl records! The player must face them one by one and complete their tracks in a high-octane dance of blood and beats."

Each level features a demon/boss with its very own track that constantly barrages the player with bullets in tempo with the music. The player's job is to harm the boss enough to move on to the next part of the song (intro, verse, bridge, chorus, etc.) and kill the beast.

~ MOCKUP ~





DETAILS

Game takes place on a spinning record. Boss hovers in center of vinyl, constantly rotated towards the player. Player runs freely along the slip-mat (360 movement) but is not allowed outside the vinyl or in the boss' space. Camera centers on boss at all times, so as the player circles it, the camera rotates along with it.

Bullets spawn behind the boss in both directions and run along the vinyl tracks towards the player, despawning once they've gone a full rotation. Player must dodge the projectiles by jumping and moving, eventually being able to damage the boss itself. When the boss' health drops below a certain level, the tracks kicks into the next part of the song. After the final chorus, the boss dies and the outro plays.

~ HOW IT WORKS ~

- MUSIC:

- Each track has isolated stems, meaning that we can extract volume, frequency, envelope, etc. from each instrument separately.
- Each level has a clicker that is timed with the BPM of the track, and will on every beat check each stem if the envelope exceeds a certain value, in which case it will spawn a bullet, creating a procedural way of creating levels.
- Verses, choruses, etc. are loopable. This creates the possibility that the player must do enough damage to the boss in order to move on with the song. This way, we can build proper level structure and intensity curves by simply change the energy of the song as it goes along.
- This is all possible in FMOD or in Unreal.

- LEVELS:

- Each level stays on the vinyl. What changes is the music, the JPG boss in the center and the colors, creating different moods for each level.

~ WHY THIS IS COOL ~

- **PROCEDURAL:**

As Unreal calculates what bullets to spawn based on audio input, we create a "Woah I wonder what happens if I do this" type deal.

- **MUSIC CREATORS:**

We have at least 3 people who can work Digital Audio Software, so we could have 3 wildly different tracks and levels. What genres can we use? Fucking whatever we like. Let's make a love letter to bad ass beats and boss music.

- **LOW NUMBER OF ASSETS:**

Not too many assets, meaning we can either spend the money on things like animation, shaders, etc. instead of models. And focus on making the game feel good instead.