

Down Beat Down

Design Document version 1.0



Down Beatdown is a rhythm infused 2.5D Side Scrolling brawler game in which music takes part of the gameplay instead of just being a regular background asset.

Genre

Sidescroller, Beat'em up, Brawler, Rhythm.

Target Audience

Hardcore gamer fans of the brawler, rhythm and sidescrolling genres.

Target Media

PC.

Engine

Unity3D.

Story Premise

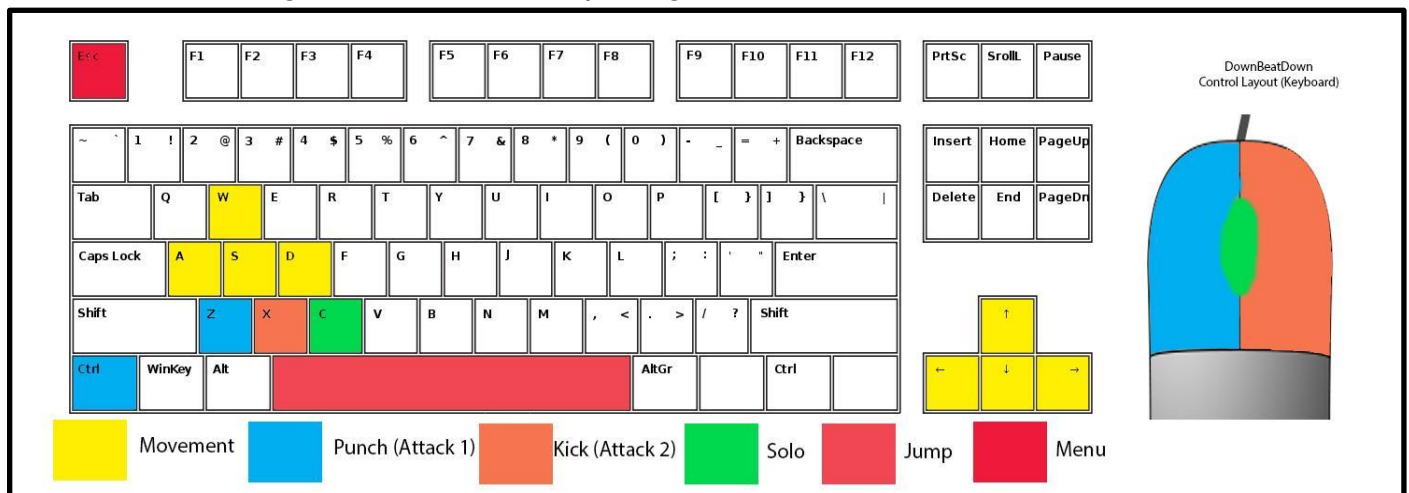
A mysterious and aggressive race of aliens who identify themselves as “The Silencers” invade earth in order to detect and get rid of any source of rhythm while attempting to colonize the planet into a reign of void and darkness.

Meanwhile, the hero character stumbles upon a tool of defense of said aliens in the shape of headphones which allows him to transform into a powerful being. The hero character then takes upon himself the task of defending the planet while trying to discover the origins of both the tool and the aliens’ origins.

Mechanics

Control Scheme

- The following is an illustration depicting the current control scheme formats:



Movement

- The player has a basic side scrolling isometric directional movement (Up, down, left and right).
- Vertical player movement is restricted through the use of distinct lanes.
- The player character will move at a regular jogging speed (not too fast nor too slow) through regular input.
- Player character is able to dash at the respective direction if a tapping input is given.
- The player will be able to jump (up and/or towards a direction) and attack. Each one of these commands has a separate input key.

Combat

- Player has two basic attacks: a punch and a kick with their respective buttons.

- The player character is also able to grapple his enemies and punch them or toss them around the stage.
- Every hit makes a note in the background play (a chord progression with each successive attack).
- **Styles:** Styles are different approaches to default attacks based on representative musical instruments (such as guitar, bass, trumpets, being projected as holograms through the player character)
- Players will be able to perform two different combo types:
 - **Beatdowns:** Synchronous type of combos, in which the player opens up a combo string to the beat of the music and follows through successfully. A more effective yet difficult to master type of combat.
 - **Free Beats:** Asynchronous type of combos in which the player opens up a combo string to the beat of the music, but doesn't necessarily follow the beat of the music in the next set of attacks. Not as effective, yet it's able to give the player more room for freedom during combat.
- There will be a variety of special attacks that the player is able to perform through the right conditions:
 - **Solo Mode:** This is a special attack in which, once the 'Solo Mode Bar' is filled, allows the player to be able to activate and temporarily perform a wild string of attacks which do a substantial amount of damage to its target, without the need to time the attacks to the rhythm of the music. This gives the player a place to be rewarded with catharsis through button mashing. A proper way to fill the Solo Mode Bar is through Consecutive Beatdowns, while Free Beats are able to fill it, it would take a longer amount of time.
 - **Beat/Beatdown Art:** A special move done through a sequence of movements done to the beat of the music which have different effects on the style/item the player currently has in his possession. (This movement may or may not spend from the Solo Mode Bar depending on playtesting results).
- Players will be able to use stage props such as trash cans or traffic cones in a musical, "stomp"-style action, as well as being able to use them as projectiles.

Enemy Behavior

- Enemies behave to the beat/speed of the music:
 - Enemies will either pop out/pounce to the stage at the beat of the music, or seldom dash at the player in this fashion.
 - Some enemies would have instances where they would move at faster speeds depending on the pace of the background music.
 - Some enemies will be able to shoot projectiles in different patterns based on factors like bassline, speed, beat, etc.
 - If let on their own for too long, enemies will generate interference noise to the sound of the music, making it harder for the player to properly engage in combat.

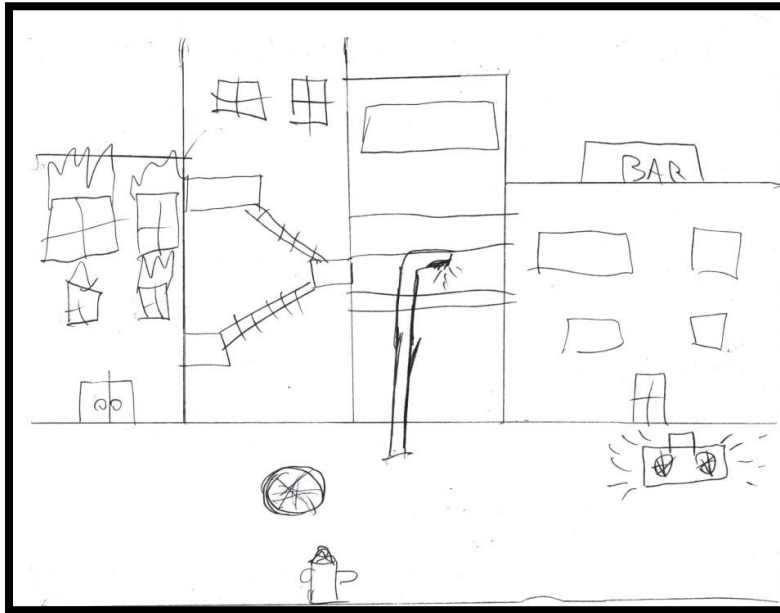
- Interferences will also be generated if the player takes damage from the enemy.
- Enemies will be attracted to sources of sound (such as car alarms, boomboxes, etc), which will make for 'riot & raving' sections within the level
- **Riot & Raving:** These are sections of gameplay in which enemies will organize en masse to attack a particular source of sound in the stage. If the player manages to successfully protect the object in question they will be rewarded with health/Solo Bar energy, however, if they fail to protect it, they will be punished through a momentary interference of sound.
- Bosses/Large enemy types will generate stomp and radial attacks as percussion to the background music.

User Interface



- The player heads-up-display is comprised mainly by three constant elements: Health, Solo meter, and a life counter.
- The health and solo bars will be condensed into a radial element surrounding the player at ground-level.
- Player's helmet will blink brightly to the beat of the music if a button is pressed, consuming part of the Solo meter.

Level Structure



- Levels will generally be separated in sections which require eliminating a certain toll of enemies in order to advance.
- Once the last section of the level is completed, the player will be able to advance to the next stage.
- Pace of music will change at certain points in the level to keep player invested in experience
- “Riot sections” involve players defending himself against a group of enemies coming towards a single object producing sound.
- “Rave” sections involve players trying to destroy an object generating noise while a pack of enemies are trying to defend it.