

Creación de Videojuegos

IIC3686

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Status Report #1:

Tap Tap Revolution

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Game Concept

Title: Tap Tap Revolution

Game Genre: Rhythm game

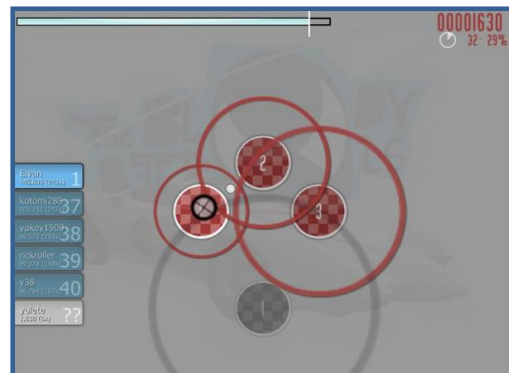
Game Mechanics:

Tap Tap Revolution is a 2D game which measures the player's ability to recognize music patterns and complete a DDR-like track using his fingers instead of his feet. The main objective of the game is very similar to DDR games; the player is meant to tap buttons that appear on the screen at the right time to obtain score points.

The game goes as follows: first off, the player sees a flat screen where nothing is displayed besides the basic UI, which is yet to be defined but has little importance when it comes to understanding how the game works. Then a song starts to play, and sequences of buttons displayed all through the screen start to appear. Each button shows the player the time it should be tapped in order to successfully obtain score points.

The idea is that the time in which the buttons have to be tapped has a very close relationship with the music beat that is being played, very similar to Guitar Hero but with the substantial difference that buttons are not stationary; they can appear all through the screen.

The following image is a screenshot from a game called osu! which gives a good idea of what the game mechanics will be. There is a button sequence that is meant to be played in the order given by the number inside each button, and the time they should be tapped is when the outer circle of each button reaches its border.



Our game will require from the player more than just tapping buttons. The second picture illustrates a different mechanics that osu! implements in order to make the game more dynamic; between two buttons, the player has to complete a road between them in order to score points.



References:

osu! is a PC and iPhone game which sums up most part of the mechanics that our game is aiming to achieve. We intent to use the same basic mechanic in order to create our game, but adding different ways in which points can be scored, for example using multiple fingers to really take advantage of all the touch screen features.

Team

Our team consists of three people, each with their own individual strengths to carry with this project.

Carlos Nakamura is the member of the team who lacks the most knowledge when it comes to programming, and therefore will be assigned other tasks of equal importance, such as the music, sound effects, as well as submitting the final work to the online store. He will also be in charge of designing the actual levels, but which we shall do collectively since it is one of the most important aspects of this game. A bad design on the levels would undoubtedly lead to an uninteresting gameplay, even when every other aspect is performed properly.

Nicolas Tomic is the strongest programmer on the team, and therefore will be assigned this aspect for the most part. His skills are far from those of a professional programmer, but for this specific game, where those skills are not a necessity, we expect him to succeed with no major difficulties. Since programming is one of the most time consuming activities when it comes to creating a game, Nicolas is not expected to execute more tasks, other than helping to design the levels. Most importantly, Nicolas is the appointed leader of the group.

Javier Beltramin is the middle point in terms of programming skills, and will therefore assist Nicolas when needed. He will also be in charge of the initial brainstorming, trying to come up with new ideas that will hopefully lead to a more innovative gameplay. The art will also be handled by Javier, a task that consists of designing the background images for each of the levels, as well as for the in-game menus.

Technology Platform

When it comes to developing our game, we'll be using Qt for a few reasons. The first one is that it's a friendly framework for non-professional developers, which is our case. Another reason is that Qt has very good documentation so it will make the job of learning how to use it a lot easier for the programming part of the team.

Third but not least, there aren't as many developers in the Nokia Ovi Store compared to the iPhone and Android world, therefore we think we have a greater chance of creating a successful game, especially since osu! is already available for iPhone.

Qt programming language is C++ and our target devices will be all Nokia smartphones.