Brainstorming

seun

Jonathan

Thales

Sayo

Grace

Isqa - Tree Eater

Game builds up in tension but cuts out right at the climax

things speeding up/getting hectic

Rhythm game like melatonin

Minigames that match a beat

Pictures that show a second before chaos

Knower - "Who Cares 2"

drowning in a chaos overwhelming way

Evoking the feeling that something bad is gonna happen

Hans Zimmer - Mountains

Water themes

Sound waves acting like water

Dynamic Range (in terms of sound)

Escalating music that cuts of right before the climax

Ludwig G. - Trinity (but it's kinda the opposite i guess but still)

Floating Points - Perforation 6

horror

The game ends with prayer because its a christian playing a worship song and the struggles in the game are a person going through struggles

character in game goes into water at some point (calm) and music is muted but player has to keep the rhythm (sometimes rhythm heaven does that)

Grace

Blues and greens

Matthew 8:23-27 the storm on the boat

Shepard tone for music, always rising in pitch

jacob collier - home is -> with all the love in my heart

every time you make a mistake the music gets more and more unsettlin and intense

Grace

the feeling of something chasing you the entire time

Calm Before the Storm

matthew 8 - when you miss the mark, the boat rocks a little harder

MISSING THE MARK

getting closer to different rooms

A calm moment in a chaotic place

Mingus Big Band - Moanin'

gradually getting closer to something

waiting in line

after each battle, you gain a new weapon to face the battle

Hospital waiting room waiting for results and going through the battles mentally before the storm

War

The Thrill (Porter Robinson Remix)

Louis Cole, Metropole Orkest, Jules Buckley - shallow laughter: b***** (orchestral version)

Design Exploration

Sayo
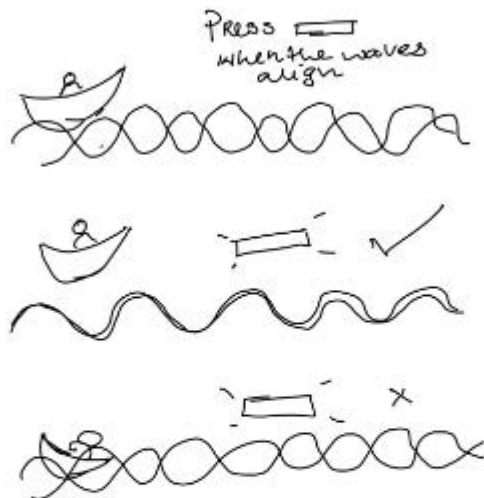
A linear level where the player has to press the key when the waves match to stay afloat

Things start coming at the player that make the waves harder to match, or more things have to be matched to increase the difficulty

At the end we find that this was all in the player's mind as they were preparing for a battle

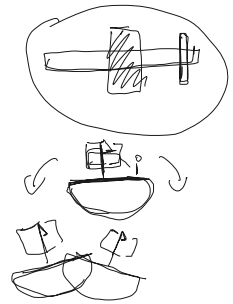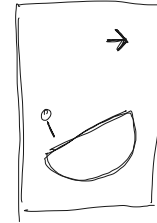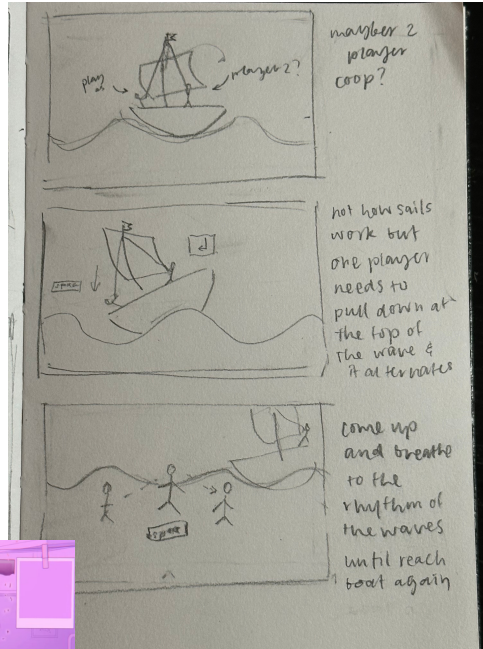# Design Refinement

left and right arrow keys

scroll bar as a visual aid

trying to balance the boat by moving left and right as the boat sways

Boat is moving (but background is actually what's moving)

Repairing the boat by pressing a key at certain times

somehow visualizing smaller/faster beats and long holds —its the most satisfying part of rhythm games

maybe 2 player coop?

plan a → player 2?

not how sails work but one player needs to pull down at the top of the wave & it alternates

come up and breathe to the rhythm of the waves until reach boat again

Add

grace

seun

Sayo

Tom

jonathan

Don't

Thales

boat stays in plays but is tipped from one side to another