

Angry Keys: A monetized html5 music note matching game in Defold engine
By JB Skaggs copyright 1/11/2021

Ver concept stage

Features:

- Targets HTML5, Facebook
- Colored musical notes fall from top of screen
- Notes match texture buttons that have to be pressed at right time to match falling notes.
- Collision bar on buttons : Missed pressed keys result in a lost life
- Collision bar just above button: sets score lower and displays “sad” sprite
- Collision bar just above catch bar / button sets score lower and displays “sad” sprite
- Collision bar on catch bar / button sets score lower and displays “Awesome!” or “Sweet” sprite plus bonus points
- Sfx notes that if caught or missed: speed up, slow down, pause song briefly, reverse song (is it possible to play song backwards), bonus life, bonus maps!
- Background music sets rhythm and mood.
- You play front notes- can be voices, strings, sfx, keyboard, drums etc Such as one map having death metal voice singing mary had a little lamb?)
- Buttons can be “alive” or fixed. If alive maybe see if borrow from muppet show
- Satire, NURSERY RHYMES, FOLK SONGS, POP MUSIC ETC
- All public domain or free license music?
- Make it funny!!!!

Restraints:

1. Portrait mode
2. 4 notes plus special note= so five buttons
3. Big buttons for easy play
4. Level start
5. Level save
6. Level choice

Monetization:

1. New purchase only songs
2. New purchase only maps- buy full game after so many levels
3. New sfx or graphics