

Title: Synesthesia

Platform: Nintendo DS

Genre: Musical Shoot'em up

Number of players: 1 (2 in coop)

Target Layer: 15-25, Male and Musisian

Planned number of staffs: 1 Dev, 1 G2D, 1 G3D, 1 LDN/GDN/Manager, 1 Sound Designer

Planned term: 10 months

Most sales (characteristic) points

- Shoot/music fusion
- Easy to learn & play
- Level/Music editor to share level with friends

Detailed game overview

- Touch the ship on the screen to make it fire and move (at the same time) : if the stylus touch the ship, the ship fires. Move the stylus to move the ship. (the only reason is shoot'em up players always shoot, now there is no more button to press -> move and shoot at the same time with the stylus)
- Destroy enemies to build step by by a original music, at the end of the level, you have created you own music
- The ship fire corresponds to the bpm of the song, so there is different king of fires.
- Some fire only destroy specific enemy (it forces the player to change his/her fire), change fire by pressing at button
- Each enemy corresponds to a specific sound in the music loop. Player can choose to not destroy enemies if he/she don't think their sound won't suit the music he/she is creating.
- Bonus can the sound of destroyed enemies, slow up/accelerate time, made sound distortion, etc.
- See on the second screen and evaluation of completion of the music and score
- Level editor in the game : place enemies and bonus on a "music level", then play the level to see what music can be created with
- The player can play with his/her own created music level and share them with friend
- Level can be saved if the player think his/her music if good enough. When listening it again, he/she will see on the screen how he/she made the music.
- He/She can also share his/her created music
- Cooperative mode
- Funny universe (not dark Sci-Fi) with lots of visual effects (let's be psychedelic!)