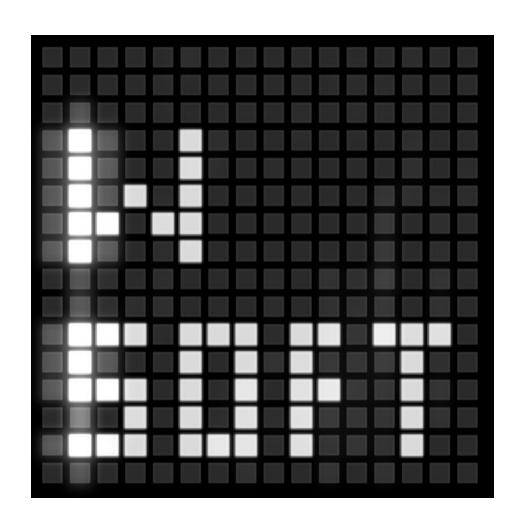
Tone Matrix

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General Overview / Logline

A fast paced 2D platforming game where the player is in control of creating the platforms that allow them to navigate around hazard. By enabling Tone-Blocks within a Tone-Matrix, the player composes music while also finding their own solution to stages.

Core Mechanics

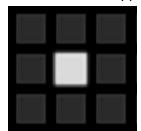
- Standard 2D platforming
 - o Running, Jumping, Wall Jumping
- Select Tone-Blocks to construct traversable platforms
 - There will only be a certain number allowed to be enabled per stage
 - They are only active while the note has been struck
- Hazards within a stage to influence the potential paths the player can take.

Gameplay

Every level will be a blank Tone-Matrix with hazards the player must navigate around. The player will be given a limited number of blocks they my select to help them get to the goal. The game gives players a lot of control for how they want to approach a stage which can lead to engaging and rewarding gameplay with a lot of intrinsic motivators.

Tone Blocks

- Tone-Blocks can be enabled by simply clicking them
- They are only traversable while their note is struck
- Disabled blocks appear grey, while enabled blocks are white.



Hazards

- Stationary spikes, moving spike balls, etc...
- They are used to push the player towards certain paths / melodies, but will always allow creativity to beat a level; they lock them into a specific path.
- Create holes in the matrix to create larger gaps



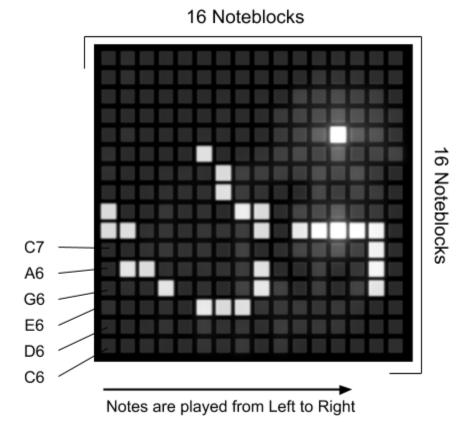
Stage Progression

- Varying Matrix dimensions
- Varying stage tempos
 - Moderate tempos will be the default, but the extremes (very slow / very fast) will add a lot of challenges.
- Varying scales to keep things from becoming monotonous

FAQ

What is a tone matrix?

• A tone matrix is exactly what it sounds like, a matrix of tones / pitches. The most famous example is this matrix that is constructed out of 3 octaves of a C Major Pentatonic scale.



Here is a web based tone matrix you can play with https://tonematrix.audiotool.com/