Break a Leg

Scuttle away, the show must go on!



Elevator Pitch

A **comedic rhythm-based strategy game** where you must **escape the stage** as a lighting technician who was fallen from the batten mid-show! **Hide behind props**, **avoid the blinding spotlights**, and **scurry to the beat** to evade the keen gaze of the audience... all with a broken leg.

Design Intention

The design intention is to make players **laugh**! To **take a break from the stress in their lives**, and give them a **likely equally stressful distraction**!

Escape to the Beat



Johann Sebastian Joust

To not be noticed by the audience, players must avoid unstable props, bright spotlights, and move in time to the actors roaring voices to keep anyone from seeing them. We wouldn’t want to ruin the play!

Try and Try Again

Each level the player ends up in will be more tedious than the last. Players will fail many times before they succeed, needing to remember the layout of the stage and know their characters limits to get off in time.



Baby Steps



Friday Night Funkin'

Compare Scores

How swiftly, steadily, and healthily the player gets off the stage all matters for points. Compare your scores with friends to see who comes out on top!

Game Loop



Player falls from batten and lands at the back of the stage, leg broken.

Player uses arrow keys to move, avoiding audience gaze and spamming arrow keys when appropriate.

The player is spotted by the audience and ruins the show! They lose and must try the level again.

The player manages to scurry off stage and wins the level; move on to next level.

Why should you make this game?

Industry:

- There's a **market for silly indie games** (Octodad, Untitled Goose Game, Getting Over It, etc.)

Class:

- Very **aesthetic and sound focused**, much of our class seems to be artists.
- You're going to have a **fun time making it** because it's just level design and funny noises.

