Dub-Step Penguins:
We Wuv Wub

Our Story

- "The Man" Has procalimed music as Evil and has Outlawed it. The world has become a barren frozen wasteland where music does not exist.
- Meanwhile in Antartica... Wub the Penguin finds a pair of awesome speakers washed up on the shores.

And now... THE DROP

http://www.youtube.com/watch?v=CJzfTZlEI40&feature=player_detailpage#t=35s

Story Continued

So Wub the Penguin armed with dubstep, sets out to take the man down and restore music to the people.

Mechanics

- Uses a controller with an analog stick.
  - The player uses it to direct where the sound is going.
  - The sound propels the player and objects in the world.
  - Button presses change the strength of the sound, and can even change what parts are being played like an equalizer.
    - Using only the tweeters on the speakers allows Wub to shoot a pair of icicles.
    - Using only the Bass (pointed to the ground) lets Wub do ground attacks to slow down tough enemies and destroy structures.

More Mechanics

The music is used to both destroy enemy structures and convert NPCs (enemies included) to "music-listners".

- ○ Music listeners follow Wub, dancing around. May be used in other ways if time permits, but for now they give you score.

Bad guyz:
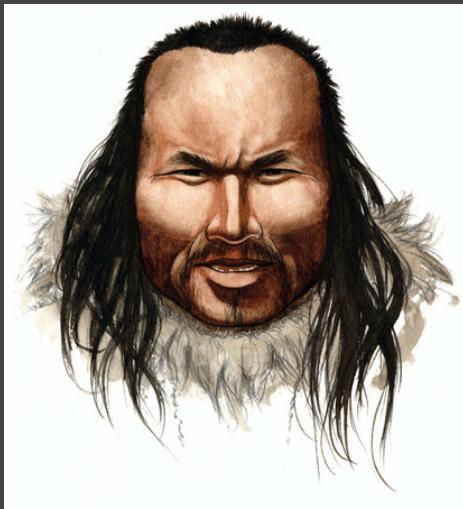
Eskimos

Agents of the Man

POLAR BEARS

Last bit of Mechanics... I swear.

- Power Bar charges based on increasing score.
  - More score = more power
  - Power is used to make SUPER BASS attacks that pretty much wipe out everything in their wake
  - This power bar is also the life/shield of Wub - use the Super attacks sparingly.

Seeing Sound

http://www.youtube.com/watch?v=OaFfCJwniIM
http://www.youtube.com/watch?v=WhxbYTMNMxo

Tech Specs

Stuff to be written in C#
- Effects
- Enemies
- Everything Else (Sound stuff. Lots of it)

Art stuff

Art style is still a little unknown, but we're thinking probably something a tad cartoony.
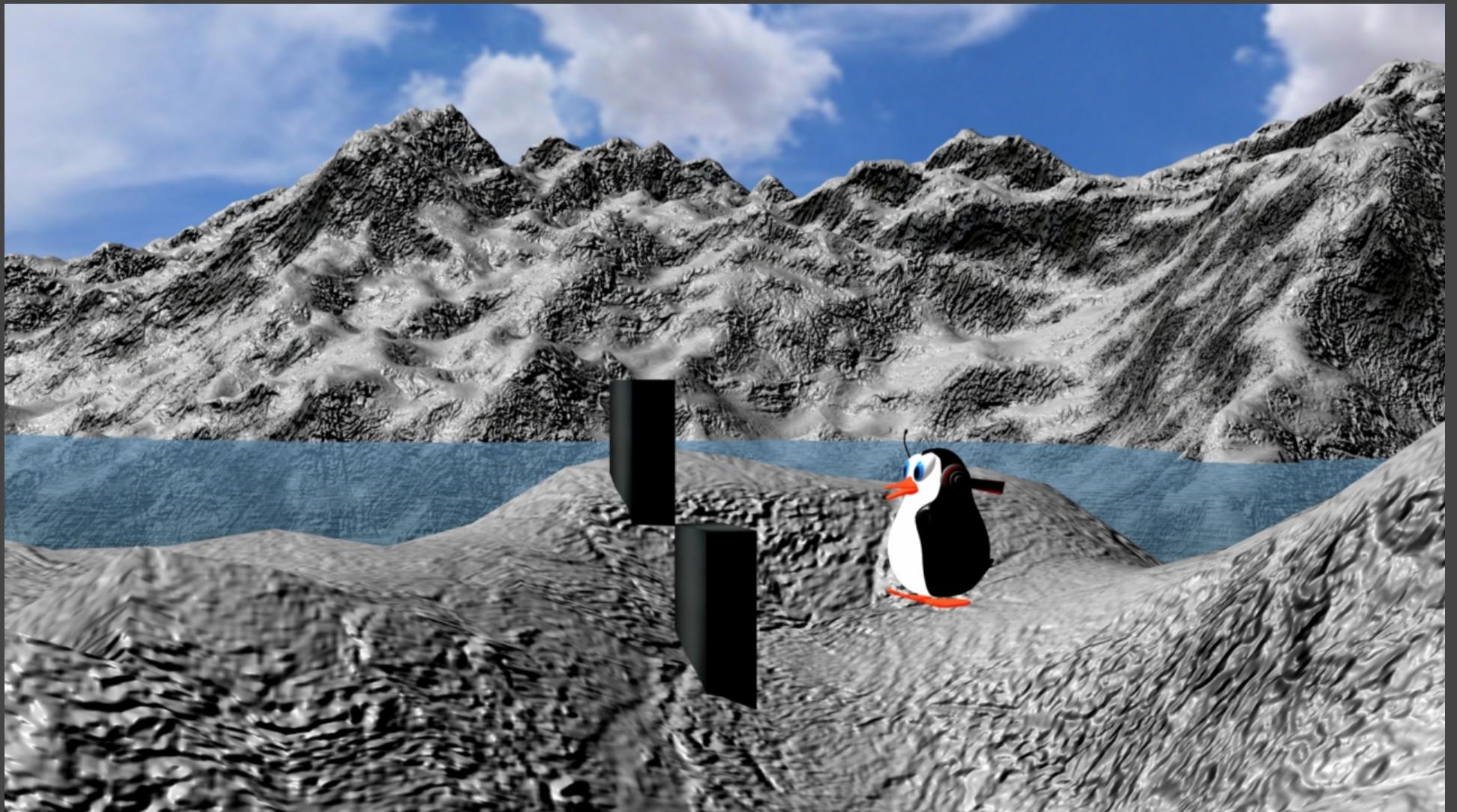
Closing Out

We're still coming up with ideas, but this is what we've got so far.

I know.

It IS awesome.