

# Party Vibe (Output - Score)

## Overview

Name	Design Status
Party Vibe General	READY
Career Performance	READY
Environment	READY
Crowd	READY
Audio Feedback	READY

## Party Vibe (PV) General

*The player's success in the game will be measured in "Party Vibe".*

[Click here for more details](#)

### General

- Party Vibe is our general measurement for the success of the party
- The player has to get the party vibe high by:
  - Scoring by bursting light sparks
- Scoring and missing out on lightsparks both affect the party vibe

### Levels of party vibe

- Party Vibe has 5 levels:
  - ! Note that this is **not** the same as the 5-level career progress although it is directly linked to that
    - No vibe
    - Low vibe
    - Medium vibe
    - High vibe
    - Maximum vibe

Party Vibe Level (PVL)	Vibe name	Vibe % (display only)	Correct beat counter	Minimum correct beats sequence to progress up	Correct to failed allowance	How the player's performance should be for the categories	Feedback 1	Feedback 2	Feedback 3
1	No vibe	0-19	0	1	No correct	Bad performance. Player doesn't do any input or misses every beat. No combos nor free mode.	<i>Example: People in idle standing state, looking bored and waiting</i>	<i>Example: Only 1 idle light is on to have a minor view of the people. Light is steady.</i>	...
2	Low vibe	20-39	1 - 4	5	1:2	Low performance. Player has a low amount of input and misses some beats.			
3	Medium vibe	40-59	5 - 9	10	1:1	Medium performance. Probably in tutorial phase this is the most common.			
4	High Vibe	60-79	10 - 19	20	2:1	Good performance. Player should be able to achieve this after 5 minutes of playing.			
5	Maximum vibe	80-100	20 ->	-1 (should be impossible to get)	No failed	Excellent performance. No failed beats. Free mode is not requirement!			

- **Party Vibe Level (PVL)** is the main standing of current performance
  - Levels from 1-5
  - The player is always categorised in one of the 5 levels
  - The player starts on level 1
- **Vibe %** is the spectrum in percentage.
  - The minimum is 0%, the maximum is 100%
  - Each level (PVL) takes up a range of %
- **Correct beat counter** are the number of correct beats done on the current level,.
  - Example: Scoring 3 correct beats gets the player on PVL 2. Scoring 15 correct beats gets the player on PVL 4*
- **Minimum correct beats** to progress mean that the player must score at least that number of beats to proceed to next level
- Minimum correct beats to progress and correct to failed beat allowance work in harmony
  - The player is allowed to fail a particular ratio of beats and is still able to proceed to next level
    - Example: On PVL 2, the player can score 5 correct beats and fail to score 10, he will still progress to PVL 3*
    - Example: On PVL 4, the player can score 20 correct beats and fail 10, he will still progress to PVL 5*
  - On PVL 5, the first mistake will put the player back to PVL 4

#### Design Warning

All the above measures are subject to change. Please leave code open and flexible. Values highlighted yellow should be available for balancing through inspector.

# Career Performance (CP)

The party vibe over time will describe the player's career performance as a VJ.

[Click here for more details](#)

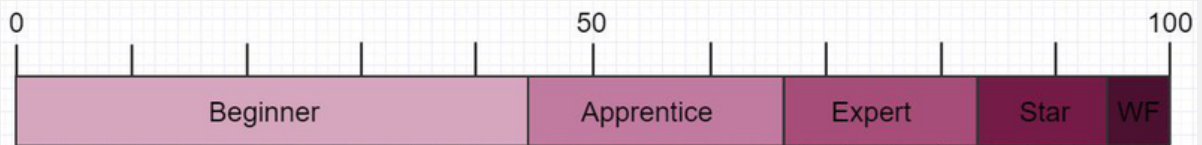
## General

- Unlike party vibe, career performance is not directly linked to correct or incorrect beats
- The career performance is calculated based on the party vibe level and the time
  - The longer the player is holding a higher party vibe level, the quicker he can progress in his career
- Career performance is calculated throughout the game based on several factors:
  - Party vibe level
  - Time spent on specific levels
- It is counted from 0 to 100 in where
  - 0 is the beginning of the career and
  - 100 is the peak of the career
- Career performance is dynamic and can go both up and down

## Score

- Score is given every 2 seconds
- Amount is based on:
  - Current Party Vibe Level (PVL)
  - Current Career Performance Level (CPL)
- The score can be negative or positive
  - () Negative score is a result of worse performance than current career performance level
  - () Positive score is a result of better performance than current career performance level
  - () No score is given as a result of no change in performance compared to current career performance level

## Career performance levels



Career Perf. Level	Career Pref. Name	Career Perf. % (display only)	Gain requirements (PVL) ()	No change environment (PVL) ()	Lose requirements (PVL) ()	This is how we would like the player to perform to get into this level
1	Beginner	0 - 45	PVL 2 and above	PVL1	n/a	Starter of the game or player with very bad performance or no performance
2	Apprentice	46 - 65	PVL 3 and above	PVL2	PVL 1	A medium length OK performance with generous amounts of mistakes
3	Expert	66 - 82	PVL 4 and above	PVL3	PVL 2 and below	A long and good performance with medium amount of mistakes
4	Star	83 - 94	PVL 5	PVL4	PVL 3 and below	A long and steady performance of long combos and a few mistakes
5	World famous	95 - 100	n/a	PVL5	PVL 4 and below	A long and steady performance of great combos and mastered bonus scores

### Multipliers

	PVL 1	PVL 2	PVL 3	PVL 4	PVL 5
CPL1	0	1	2	3	4
CPL2	-1	0	1	2	3
CPL3	-2	-1	0	1	2
CPL4	-3	-2	-1	0	1
CPL5	-4	-3	-2	-1	0


- If the player is a very high PVL but a low CPL, he receives multiplied amount of score for career performance.

## Environment

The place and props of the party will dynamically change with the player's career performance.

✓ [Click here for more details](#)

## General

- The environment in the venue will change according to career performance
  - Architecture
  - Design
  - Decoration
  - People  - people with glow sticks this time or with better cool glowing shaders?

### Design note

This table is in WIP, subject to change

CPL	Venue	Booth	Booth level	Structural layout
1	private mini party	on simple table	almost same level to people	simple square
2	small town disco	on small raised square counter	1 meter leverage	bigger square
3	average city club	on bigger raised square counter	1 meter leverage	polygonal
4	huge famous club	on a big decorated organic counter	1.5 meter leverage	circular with booth in middle
5	open air festival	enormous, beautiful booth	2 meter leverage	huge open area packed with ppl

- See more information about player positioning on the [Player page](#)



The party crowd's behaviour and population will also dynamically change with the player's performance.

✓ [Click here for more details](#)

## General

- There will be people dancing on the floor during the game
- The dancing animations will be recorded and pre-determined
  - There will be 5 stages of dancing animation:
    - Stage 1 - Idle : barely moving, looking around stage. Looking rather bored and waiting for the party to become more interesting
    - Stage 2 - Basic feet : small dancing movement to the rhythm. Feet moving side to side, not much arm movement
    - Stage 3 - Basic body : general dancing moves with both feet and arms. Movement is light and continuous
    - Stage 4 - Full body : Complete body movement with all body parts. Obvious enjoyment of music. Heightened motion
    - Stage 5 - All in : Complete body movement with exaggerated moves. E.g.: Jumping, hands in the air

Please see the following table as a REFERENCE ONLY for the stages.

*(Click for the video to play)*

Stage 1	Stage 2	Stage 3
 Stage 1.mp4	 Stage 2.mp4	

## Audio Feedback

*There will be several types of audio based feedback as well to reflect on the player's performance.*

✓ [Click here for more details](#)

## General

- Audio feedback will be delivered as short sound effects either created by the audio department or acquired by third part sources
  - Acquired audio's source must be recorded and its license must meet the requirements:
    - If the game is only used for the university project, non-commercial licensed music can be used
    - If the game is published, commercial license must be acquired
    - Creative Commons (CC) license can be used for both situations, but the [rules of CC](#) must be followed
- Sound effect will be used as the main audio source for user feedback for:
  - Feedback for incorrect user action
  - Feedback for correct user action
  - General effects for UI changes
- We should try to limit the sound effects as much as possible due to the nature of the game
  - Having too much sound effects could confuse the player relying on the rhythm

## List of actions requiring sound effects (SFX)

#	Name	Action	Type of sound	Note
1	Correct burst	Bursting a light spark correctly	A high pitch rewarding sound	
2	Incorrect burst	Bursting a light spark incorrectly	A low pitch punishing sound	
3	Boundary	Approaching the lighthouse boundaries	A resonating alarming sound	This can be loader as the player gets closer and lower as the player gets farther
4	Multiplier gain	Reaching multiplier levels	short, high pitch, futuristic, fade out fast	Use the same sound for each multiplier but in a higher pitch
5	Multiplier loss	Resetting the multiplier level to 1x	short, low pitch, futuristic, fade out fast	Have to make sure that this sound doesn't sound punishing
6	Menu sounds	Choosing a menu option	short click	Further design about menu is available at the UX / UI department