

INTRODUCTION

Typical puzzle based games are passive towards the player in the creation of the levels' presentation to the players. In Otomusha Gaiden, the player is free to select what music is played in the background and this in turn affects the various game mechanics and difficulty.

DESIGN

Otomusha Gaiden is a unique game based on the aesthetics of Legend of Zelda: A Link to The Past using a SDL based engine called Solarus written in C++ with levels written as Lua scripts. The main features added is rhythm. The music tempo is used to control the difficulty of the level and enemies and to solve puzzles in different manners. This mechanic is achieved in part with the utilization of the alternate worlds present in the game.

MUSIC DEPENDENT ENVIRONMENTS



Base on the tempo of the player's music selection, the game world toggles between light world above and the more difficult dark world below.



SCAVENGING SYSTEM



The weapons in Otomusha are considered as drops, using an RNG system a mini-boss or boss is capable of dropping a high level weapon when killed or dismembered.

RESULTS

The game level design currently includes a starting town and over-world fields and a single dungeon modified from a previous one. The custom music system has been incorporated randomly with user selection of particular songs left as future work.