

### Playtest 1

- rhythms get too complicated too quickly
- players with little to no prior rhythm struggle a bit with eighth notes, a lot with 16ths
- more opportunities to play together would be better rather than a big sections of “training” then one opportunity to play together

### Playtest 2

- scale of game much better here
- 8th notes can still be quite complicated, maybe give them a few different 8th beat rhythms to try starting with all 8ths, then varying quarter and 8th, then adding in silent beats and swapping hands
- once they learn quarter, 8ths, silent, and free squares, add more “songs”
  - alternatively increment up to a longer song, starts w 2 measures, next has 4, next has 8...
  - max length for songs? If the goal is for these to be for a party game setting, make sure they don't get too long
- add in player difficulty setting option
  - harder difficulty should skip through slow start things faster (if all players choose harder difficulty)
- once players learn 16th beats, they should unlock a repertoire of “songs”

### extras?

- songs can be played at any time in freeplay mode?
- single player and multiplayer modes
  - npcs use player difficulty to determine what difficulty they play
    - ie player selects easy, 1 npc is also easy, 2 are medium
    - player selects medium, 1 easy, 1 medium, 1 hard
    - player selects hard, 1 medium, 2 other hard
    - should npcs be perfect?
      - does this add too much pressure to the game?
  - if digitized, how to determine passing score? % of correct beats played?
    - how to account for free squares being in rhythm without checking specific pattern?