

Pulse & Pole

Ratchet Up

Game Design Document

Last Update: Jun 4, 2026



Overview

Genre

Rhythm-based “combat” game

Concept

Pulse & Pole is a fixed third person camera rhythm combat game where the player controls two magnetic forces, one **positive** and one **negative**, and switches between them in time with the music. There is an enemy in between the two magnets. The enemy shifts their polarity throughout the song, so the player must react quickly to choose the **correct magnetization** at the right moment to attack. The gameplay focuses on timing, rhythm, and quick decision making.

Experience Goal

The player should **feel in sync** with the music while **reacting quickly** to shifting enemies. Success should feel **satisfying** and **rhythmic**, while mistakes feel **playful** and **entertaining** rather than frustrating.

Design Pillars

Rhythm should drive all core interactions and player actions.

Polarity switching should feel intuitive while adding a challenge.

Feedback through **visuals** and **sounds** to show success and failure in a fun and silly way.

Target Audience

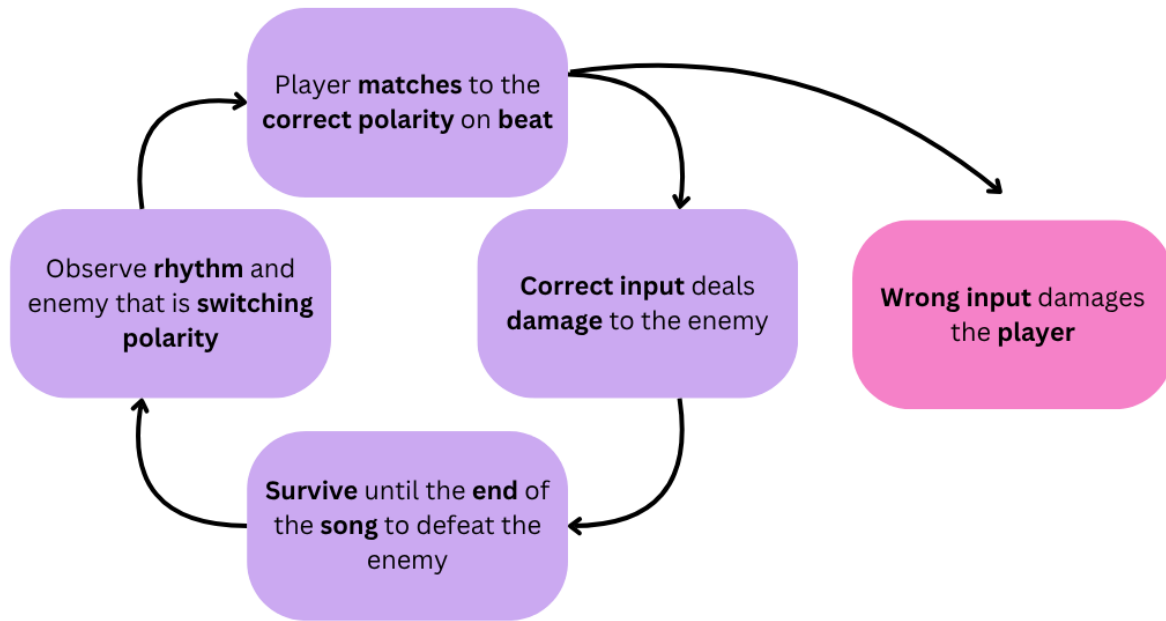
Rhythm and music lovers

Platform

PC

Gameplay

Game Loop



The player enters the game loop where the enemy begins **shifting** between **polarity in sync** with the **music**.

The enemy changes between polarity with **clear visuals** and **audio** that aligns on beat. The player must react by pressing Q or E at the correct time to **match** the enemy's **current polarity**.

The matching inputs are if the enemy is **negative**, the player must react with a **positive** input. If the enemy is **positive**, the player must react with a **negative** input.

If the player inputs the correct polarity on beat, they successfully deal damage and continue until the end of the song.

If the player inputs the wrong polarity or mistimes their input, they lose a life. The player has three lives total, and losing all lives results in **restarting** the level.

We are only making one level.

The player's goal is to **survive** and stay in sync until the song **ends**. Completing the song defeats the enemy.

Controls

Switch between two polarities using two keys: **Q** for the **positive** magnet, and **E** for the **negative** magnet. These inputs should **match the rhythm** as much as possible to get the maximum score.

Player Movement

The player **does not move** and the character(s) and enemy stays in a fixed position.

Camera

The fixed third person camera **will not move** and will be facing the **player** and **enemy**.