

# MUSE

## MUSIC THAT MOVES WITH YOU

MUSE is a rhythm-based machine dance game with a focus on promoting fitness through exergaming. This is achieved by combining the best elements of rhythm-based gameplay and classic machine dance gameplay to form an entirely new game type, focused on keeping players active and stimulating their creativity.

## THE GAME

0:38 1:25

**LEAD GUITAR**

PoorDancer11	90.15%
Borris	51.19%
PizzaFace	35.88%

**BASS GUITAR**

### SONG MODE

Play through a selection of songs of varying difficulties with up to 7 of your friends. Classic machine dance gameplay is infused with music creation for the ultimate creative and competitive exergaming experience.

### JAM MODE

Create your own music with up to 7 of your friends by using your dance platform as a musical instrument. Become your own band or just mess around; the possibilities are endless.

Bass Guitar

Borris

Synth

Pizza\_Face

Percussion

Pancakes

# B

Notes Pitches Novice

1	1:1	Create	← ↓ ↑ →
2			

### CHART EDITOR

Players and developers alike can compose their own songs for Song Mode, including selecting and configuring instruments, notes, and arrow combinations to create songs of any type and difficulty.

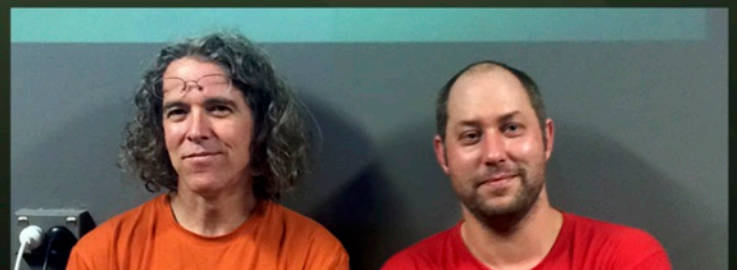
## THE TEAM

MUSE's development team consisted of (L-R) Ben Evans, Yu Han, Michael Smith, Scott Hobbs, Curtis Smith, Martin Urzua, Yuntao Liu (not pictured).



## THE CLIENT

People Powered Games envisaged MUSE and enlisted the team to make it happen. Brett Young (CEO, left) and Trent Wyllie (Director, right) of PPG pictured.



C#

JS

CSS3

