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**Battle DJ!**

Action / Puzzle / Rhythm / Competition

In the world of Battle DJ many forms of entertainment have evolved by intertwining, namely, music, dance, and combat. Battle DJs are challenged both as masters of mixing and geniuses of engineering. Combatants control and fight through the use of beats to stimulate and influence the movements of machines called Pulse Bots.

When Battle DJs select the base song for the beginning of a mix, the Pulse Bots shapeshift into a unique style. This process is very similar to a traditional form of ‘Select your Fighter.’ DJ’s then select 3 other songs to mix into the beat. This is much like choosing a set of fighting styles or assist characters at a character selection menu. Each song gives 10 elements that can be used and mixed. These elements each have a certain kind of category that they fall under: guard, strike, unique, and dance.

Once the match begins, there is a 4-bar/measure buffer for the Battle DJs to start mixing, adding elements into the beat/pulse and moving around arrangements. Once an element is added to a bar/measure it cannot be moved for another 4 bars. While combat/mixing is taking place, Battle DJs must quickly prepare their next set of 4 bars incorporating elements from the same song or a different song. Only 1 element can be added per bar on the first iteration of the same 4 bars; but an additional element can be added for each iteration after the first.

Striking elements will cause the Pulse Bot to attack its opponent. The effectiveness of this attack is determined by several things: the type of song element, the energy from the crowd, and whatever the DJ’s opponent used as an element for that same bar. Each bar acts as a game of Rock-Paper-Scissors in a way. Both opponents striking on the same bar will deplete his or her crowd’s energy twice as much as normal, but the Pulse Bots’ health will not change. Striking on a bar when the opponent is guarding will transfer the crowd energy from the DJ to his opponent for the amount the strike took and the opponent’s Pulse Bot will lose minor health. Striking on a bar while the opponent is dancing will reduce the health of the Pulse Bot by double, but no energy is lost from the opponent’s crowd.

Guarding is a more passive and simpler element to put into a bar. If both DJs guard, then nothing happens. Unique elements are special, they could be a guard that also strikes, a dancing strike, or a fusion of multiple elements. Dance elements are very important. Dancing increases the energy of the crowd. All other element types cost energy to implement.

A match is decided either when a Pulse Bot reaches 0 health or the length of the ‘stage’ is reached, then the Pulse Bot with the lowest health is the loser. If a DJ manages to get their opponent’s Pulse Bot health to 0 before the stage is over they will be given an extra 4 bars to use any element they wish with no cost to crowd energy as a ‘finishing move.’