

# Factsheet - Rhythm Rabbit

**Developer**

Mark Walters

TBD

**Website**

<https://wallie.games/>

**Publisher**

Mark Walters

**Inquiries**

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**Release date**

Q2, 2025

**Twitter / X**

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**Platforms**

Steam

Nintendo Switch

**Youtube**

@aka\_wallie

**Regular price****Description**

Rhythm Rabbit is a fast-paced rhythm action game where you automatically move on the beat of the music, but the amount of steps (shown by the number of notes surrounding the rabbit) changes on each move. You will have to quickly decide on which way to go, as the rabbit won't stop moving on the beat. Find the carrot, win the game.

**History**

Halfway 2022, I started thinking about becoming a solo game developer after seeing the announcement for the GMTK Game Jam 2022 on Youtube. With one month to prepare, I started learning the Unity game engine and made Bunny Hop. The game ranked 728 out of the 6078 entries. Pretty soon after that I remade the game in Godot engine and continued development for the sake of learning as much as I can going from idea to fully published game. In February I changed the name to Rhythm Rabbit.

**Features**

There are 4 themed worlds to hop through, a wide range of enemies and environmental challenges, incredibly challenging boss stages and unlockable skins and soundtracks. The game can be played with a controller, mouse, keyboard or touchscreen and it's even playable without sound.