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Melody of Heart

Overview:

The player adventures through a world described by music. The character uses weapons as a means to defend herself from enemies. On the player's adventure they will meet many unique characters and complete quests.

World Building:

The world is divided into genres, which define a place. For example, Big Blue follows the blues genre. The places will have different customs and styles. The people of the different genres dislike each other. This emotion towards each other leads to fights over which genre is better.

The Main Character: Lucy

Story: The marching band is going out for a parade, and a girl by the name of Lucy is supposed to be joining them. However, Lucy suffers from anxiety and is often insecure. This anxiety gives her a panic attack. Due to the panic attack, she gets left behind. She tries to chase after them and gets lost. Lucy goes on a journey to reconnect with them.

Her goals:

- Get over her anxiety
- Become better at playing musical instruments
- Find her marching band

Main Conflict:

While Lucy is out looking for her band, she has to go through many other genre sections. The people from these other genres do not like her music and find her to be an enemy. **Unknown Music War to the player, she is secretly being trained for the war**

Locations:

- Big Blues: Described by the musical blues genre. It is also known as the City of Tears. Water is a large part of this place. It uses a blue and green color scheme. The people here are expressive. The bossfight is just a super sad man that wants people to understand him.
- Netropolis: Described by the musical EDM genre. This is a highly technological place. The people here are more robotic. The people of this destination like to live it up. There are different sections of this place for the different subcategories in the EDM genre. **Final Boss a DJ?**
- Wild Whistles: Described by Western cowboys, country, and African music, reggae. This place is filled with deserts and the Great Plains. The people of this place are more spread out.
- _____: Described by the musical rock genre. The people of this place love to be rebels. The place is run down. This place is split up into subcategories. These genres can be used: hard rock, alternative rock, soft rock, indie rock, heavy metal, and pop rock.
- _____: Described by the musical jazz and disco. This place is a night setting. This place has either an emphasis on purple and blue or gold. The people here never sleep. The groove is constantly being played.
- _____: This genre is described by the pop genre. A lot of idols live here. This place is not as high in technology as Netropolis, however, they still have a lot of technology. The people here are always in need of listening to their favorite idol.
- _____: This is the last place in the world. It is described by the classical music genre. The people here have a very deep understanding of their instruments. These people believe music should be more stationary rather than movement, so they heavily despise marching bands.

Instruments:

In this world, instruments are your weapons. Instruments can be obtained across the entire world. There are 5 types of instruments

1. Brass: These instruments shoot projectiles.
2. Woodwind: These instruments summon slashes.
3. Strings:
4. Preclusions:
5. Keyboard instruments:

There are multiple stats to keep in mind. These stats are weight, energy consumption, Damage, and Range.

Obtaining Instruments:

Instruments are a valuable asset to the gameplay. They can be obtained from across the world.

- They can be bought from stores
- Found parts of the instruments to create the whole instrument.
- Found the instruments pre-built (no need to find the different parts)

- Taken from the boss fight
- 3 instruments, the Koto, Sitar, and the Echu, can be obtained by finding 10 coins across 3 different genres. You give these coins to the corresponding merchant.

Weight:

Instruments will have multiple stats to keep in mind. Weight is one of them. Some instruments will be heavier than others. This weight will affect your overall movement. For example, a sousaphone would be heavier than a trumpet. This would mean you wouldn't jump or travel as fast with a sousaphone. On its own, you may be able to carry a sousaphone with not much problem; however, once you add an organ piano or another heavy instrument, you might lack overall movement.

Energy consumption:

Instruments will use different amounts of energy. A sousaphone takes more energy to use than a trumpet to be used. Instruments will not be usable until you have the right amount of energy to use them. For example, if a trumpet needs 40 pts of energy to be used and you only have 20 pts, you can not use your trumpet. The energy bar will be shaped like a music sheet. You can extend your energy capacity by obtaining a treble clef item. These can be obtained by _____. The energy bar will be refilled when not using an instrument.

Damage:

Instruments will have different damage. Damage can be calculated by the weight and energy consumption of an instrument. A heavier, more energy-consuming item, such as a sousaphone, will do more damage than a trumpet. This may allow players a reason to use more taxing instruments, such as the sousaphone.

Range:

Another important stat, along with the damage, is range. The heavier and more energy-consuming instruments will have a larger range. For example, a sousaphone will hit enemies further away than a trumpet. This gives players a reason to use more taxing instruments.

Description:

Some things we can add to instruments are a simple description of the instruments. This can be the origin and time period of the instrument creation. This can also include what kind of instruments it is.

Health:

The character's health will be known by the notes located on the energy bar. Health is obtained in the shape of a music note. You can get these notes by defeating boss fight and finding them around the map,

Game Difficulties:

Virtuosity: (Hardest Level)

- **Space:** You can only hold weapons based on an inventory setup (like in RE). You can grow your inventory by finding an item called _____
- **(Wage Feature)** When you die with an instrument in your (Always have to have one equipped), it will be lost. If you lose all the instruments you are capable of equipping, you lose and have to restart. If you have more than one instrument equipped, they will all disappear. This feature works like a Nuzzlocke.
- **Stronger Enemies:** Damage, Range, Speed, HP, etc, boost for enemies. Increased number of enemies.
- **Conductor/Orchestra improved:** The music played in this boss fight Virtuosity Difficulty is faster and uses more instruments. The music in this boss fight determines the moves, therefore, the boss fight is harder.
- **More boss fights and weapons, items**

Sound Track List:

By clicking on the cassette symbol in the menu or in-game inventory, it enters you into a list of initially locked songs. You unlock them by finding cassettes. This allows you to listen to music from the soundtrack.

Difficulty mode bonus: The more difficult modes have more songs to collect.

Ways to acquire cassettes: Secrets, bosses, minibosses, enemies, chests, secret bosses, shops

How to save the game

Around parts of the game, you will find a music stand with a music sheet. When you press up on the D-pad or L-stick, you will be asked if you want to save.

In the Virtuosity Difficulty, you can save so you close the game; however, if you lose in the nuzzlocke (die and lose all your instruments), you will no longer be able to go back to the save.

[Only one save is available.] This means you can't load back to saves made before the current save state.

Characters

There are multiple characters you will meet on your way to find your band. These characters may be a friend or foe

Main Character:

Lucy is the playable main character of the game *Melody of Hearts*. She struggles with anxiety and insecurity. Her goal is to become a better musician. When she gets split up from the marching band, it is her objective to find them.

Rival

_____: He is the rival in the game. He will show up multiple times throughout the game fighting Lucy, He is also the first chair in the marching band. He may seem like a jerk, but he is actually nice and helps Lucy to become better at using her instruments, and he helps guide her to the band.

Merchants:

_____: The shopkeeper you will see around most of the places. You will be able to buy instruments and other items from this shopkeeper.

Ake: She is one of the three merchants. She follows a very traditional Japanese lifestyle. You will find her in _____. She will give you the koto if you give her the 10 coins from _____. She is also a hidden boss fight in the game.

An Na: She is one of the three merchants. She follows a very traditional Chinese lifestyle. You will find her in _____. She will give you the erhu if you give her 10 coins from _____. She is also a hidden boss fight in the game.

Omkar: He is one of the three merchants. He follows a very traditional Indian lifestyle. You will find him in _____. He will give you the sitar if you give him the 10 coins from _____. He is also a hidden boss fight in the game.

Boss fights:

_____: They are from _____. The first time you see them is in Big Blues. They will be in a van when you meet them until the boss fight at _____. They will show up multiple times, fighting Lucy. They are the boss of _____. When you are in the boss fight, they will settle down, and you fight them on a stage.

Conductor/Ochrastrure: The “final” boss fight of the game. He is from the world _____. You will fight him, and once you beat him, you will fall into another room. The room will have a curtain that will open and reveal a whole orchestra. The conductor will lead the orchestra. Only the conductor will be tangible. Depending on which part of the band is playing, it will create a corresponding move. If the woodwind plays in the orchestra, then a bunch of slash moves will happen. Different parts of the orchestra can play together, which will create different varieties of moves happening at once. Different difficulties will affect how fast the orchestra is playing and the depth of instruments being used.

(Other Ideas: playing your instrument will not be in tune, so there can be confusion in the band. This can perhaps affect how the instruments do their move. When you beat the conductor again, the orchestra will start playing all out of tune, or perhaps start fighting each other.