

Game Design Document (GDD) - Project Construct

Title: Project Construct (W.I.P.)

Genre: Top-Down Rhythm-Based RPG

Inspiration:

- **Gameplay:** Legacy of Goku series (GBA)
- **Art Style:** Soviet art and aesthetics
- **Battle System:** Rhythm-based mini-game

Overview: Project Construct is a top-down RPG with a unique rhythm-based battle system inspired by the Legacy of Goku games on the Game Boy Advance. Set in a world influenced by Soviet art, the game follows a band on a quest, merging engaging storytelling, strategic exploration, and rhythm-based combat into an immersive gaming experience.

Gameplay Mechanics:

Rhythm-Based Combat: Battles are transformed into rhythm mini-games where players must hit notes perfectly in sync with the music to perform attacks and defend against enemies.

Instruments as Weapons: Each character in the band wields a musical instrument, with different instruments corresponding to specific attack patterns and styles. Players can switch between band members during battles, creating diverse combat strategies.

Note Variety: The complexity of notes increases with the difficulty of enemies. Players hitting notes perfectly deal maximum damage, promoting skill mastery.

Band Synergy: Successful note sequences executed by band members in sync trigger powerful combo moves, dealing significant damage and providing strategic depth.

Exploration and Quests: Outside of battles, players explore the world, solve puzzles, complete quests, and interact with NPCs to progress the story, find musical relics, and unlock new songs and abilities.

Art Style:

Visuals: Pixel art influenced by Soviet aesthetics (constructivism, realism), featuring vibrant colors, symbolic motifs, and iconic imagery from the era, based on Franz Ferdinand and other Garage Rock revival bands. Imagery is abstract and mostly red

Character Design: Band members are designed to reflect the artistic essence of Soviet culture, each with a unique instrument and attire, enhancing the game's thematic cohesion.

Characters:

Alex: The band leader, armed with a guitar, serving as the main damage dealer with powerful solo attacks.

Keyboardist: Wields a synthesizer, capable of area-of-effect attacks, stunning enemies with melodic chords.

Drummer: Uses drumsticks to create shockwave attacks, controlling the battlefield rhythmically.

Bassist: Employs a bass guitar to provide supportive buffs and healing melodies to the team.

Singer: Utilizes a microphone to debuff enemies and boost the band's morale, enhancing their abilities.

Game Progression:

Music Collection: Players collect songs as they progress, which serve as battle themes and unlockable abilities, adding strategic depth to combat.

Band Upgrades: Earn experience and band reputation to level up, acquire new instruments, and unlock advanced rhythm patterns, creating more complex and challenging battles.

Boss Battles: Encounter powerful foes requiring advanced rhythmic skills and coordinated band attacks to defeat.

Technical Details:

Platform: PC and Console (Specify platforms if applicable)

Engine: GameMaker Studio 2

Control: Keyboard and mouse, controller support essential for rhythm-based gameplay.