**Development Document/Project Design/Art Style Guide**

**(Nothing is Final, everything is subject to change)**

**Final Symphony - Summary**

Our burning question was this, can we make RPG turn based combat more interactive and based on a player’s ability to hit notes at the right time? So we ended up wanting to make a mix of Classical RPG games like Dragon Quest and Final Fantasy with Guitar Hero mechanics.

The name for the Game is Final Symphony, and we aim to give players a rewarding game with a retro RPG vibe.

**Gameplay, Mechanics and music:** 

So the player has 3 buttons on the top left of the screen (See above for detail) and notes will appear from the right coming along to the left, These are the notes the player needs to hit in order to attack. This is based on the player’s performance to how successful the action is, If the player does well, the attack is strong/does critical damage but if it’s a poor performance the player does little damage/misses, the same rule applies for when the enemy attacks as well and how much damage they can block.

On the bottom middle of the screen between the player (which is on the left side of the screen) and the enemy (which is on the right side of the screen) will have text saying “Player’s Turn!” or “Enemy’s Turn!” accordingly to whoever’s turn it is, this is so the player knows exactly what’s going on at all times and isn’t overwhelmed with what’s on screen but also doesn’t slow down the action too much.

At the end of the level, if the player is successful rewards will pop in gold/items which the player can use in the shop that will pop up as an option, so the player can then buy upgrades like for example: More health, health potions, better defence etc.

We realise that the “Gameplay to music” synchronization is going to be the main goal throughout this project, so we must finely tune and smooth out the gameplay as our priority.

With the music we are currently looking into Json file music and using websites like [www.freesound.org](http://www.freesound.org) and other websites which are either royalty free or ones that want to jsut be credited all while apllying to proper references in according with the University guide lines.

**Screen Layouts, Animations, Art style, Story:**

Everything will take place on a single screen, to keep the goal of continuous action present, so the player’s turn, enemy’s turn, Winning the level, the in game shop and animations will all be on one screen. This is so we don’t slow down the action and pacing of the game too much.

The player’s character will have a walking animation as a scrolling background gives the illusion of movement/travelling just like a RPG game. The ideas of animations for other things such as attacks, enemies being beaten are also being considered but will be implemented later in development.

The artstyle as it stands is going to be 16 bit graphics as we want to invoke nostalgia and reference the limitations of the older RPG games graphics through the early 90’s. We are exploring and considering going for a more cartoonish setting however, but currently this is undecided at this stage of development.

We also want to implement some sort of story, ideally we want to put a story of sorts without any text, just through fun or silly animations. We did want to make some sort of story about how “Darkness” is not the enemy, but actually the good guys, as traditional RPG’s tend to use “Light” as a representation of Justice and Good, and “Darkness” as a representation of evil characters/people/monster. So we want to make a twist on that, but we have not yet explored how to develop it this early into the project and most likely won’t be until the mechanics and music are more finely tuned.

The current scope of the Project:

Currently, we want to make at least 2-3 levels and 1 or 2 boss fights.   
  
The levels will consist of some sort of tutorial, this will make sure the player fully understands the game’s mechanics, layout, pacing of the notes, turn order and so on. This will most likely contain little “rifts” or “Cords” of music which will be one or two buttons to press in a sequence.

The other levels will introduce the player to longer sequences, a couple of which multiple buttons will have to pressed at the same time or holding down a button to clear the note.

The bosses will include all the above but we want the entire battle to play one piece of music that plays in the background, this also introduces the “Learn Practice Master” loop into the game, so if the player is struggling with the boss they can go back on levels that introduce Double Note pressing or extended notes to get through the boss easier, making sure that the boss difficulty isn’t too spiked up the difficult ramp as we don’t want to lose players to frustration.