

Sonic Resonance

Game Design Document

Studio 5

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1. Overview

1.1. Introduction

Embark on an electrifying journey in "Sonic Resonance," where the echoes of Melody's electric guitar reverberate through a world dominated by a malevolent music queen. As players delve into diverse dungeons representing various music genres, they unleash Melody's unique attacks and abilities, dynamically switching between rock, metal, jazz, and classic guitar modes. Beyond the intense combat, a rich narrative unfolds, revealing the purpose behind Melody's quest to collect electric guitars and thwart the music queen's plans. With a skill tree, epic boss battles, customizable equipment, and multiplayer modes, "Sonic Resonance" blends action, music, and storytelling for a harmonious gaming experience, inviting players to amplify the melody and rewrite the fate of a musical universe.



2. Story & Universe

2.1. Story Summary

Melody was an ordinary young musician living in an ordinary world. But his belief in the power of music attracted the attention of Harmonia, a dark being who draws strength from the essence of music. Harmonia, an evil music queen with the ability to control melodies, intended to conquer the world.

One day, a musical storm came to Melody's house and gave her electric guitar a special power. This event led Melody to discover that music has a universal power. His electric guitar has turned into a powerful instrument that can switch to modes representing different musical genres.

The queen of dark music, Harmonia, was determined to use Melody's newfound power. Meanwhile, Melody sets out to save her world, rebuild music, and lead a resistance against Harmonia's Decadence. In various dungeons representing different genres of music, Melody embarked on a quest, fighting enemies and discovering the abilities of her talented electric guitar.

But this was more than just a struggle; it was a melody. With every note, a ray of hope shone for the world, and the resonance of Melody's guitar, combined with the rhythm of resistance, challenged the dominance of the queen of music.

"Sonic Resonance" tells the epic journey of a hero who discovers the power of music, a story where struggle and rhythm merge.



2.2. Main Character

Melody is the main character in this game. Melody is a young female musician who steps into an adventure full of melodies and dark harmonies. His journey begins when, while spending time at home with his guitar, he is caught up in a magical musical storm that instills extraordinary powers into the electric guitar.

Skills

- **Electric Guitar Mastery:** Melody's weapon of choice is a versatile electric guitar that can switch between different music modes such as rock, metal, jazz and classical. Dec.
- **Musical Trick:** Melody uses the power of her guitar to perform devastating attacks and create enchanting melodies that impress both friend and foe.
- **Mission:** Driven by a deep sense of responsibility and a desire to save the world from the clutches of the malevolent queen of music, Harmonia, Melody embarks on an action-packed adventure to bring back the essence of music.

Personality

- **Determined:** Melody has an unwavering determination to overcome difficulties and stand up to the oppressive forces that threaten her world.
- **Creative:** His musical background allows him to struggle with his creative ability to solve puzzles and encounters with his creative approach to problem solving.
- **Empathetic:** Melody's interest in music allows her to empathize with the world around her, making her a caring leader and ally.

Appearance:

Melody's appearance reflects her musical nature. Decked out in clothes that cater to the different genres of music he has discovered, he carries his electric guitar with a mixture of confidence, elegance and charm.

Background:

Born into a family of musicians, Melody has always had notes and melodies in the process of growing up. The unexpected events that arise awaken the hidden forces inside him and put him on the path to discover the true potential of music in saving the world.

Melody's character development is central to the player's journey, evolving as she encounters challenges, unlocks new abilities, and learns the secrets of her musical destiny. A symbol of resistance, Melody's character is a harmonious blend of strength, creativity and the transformative power of music.



2.3. Enemies

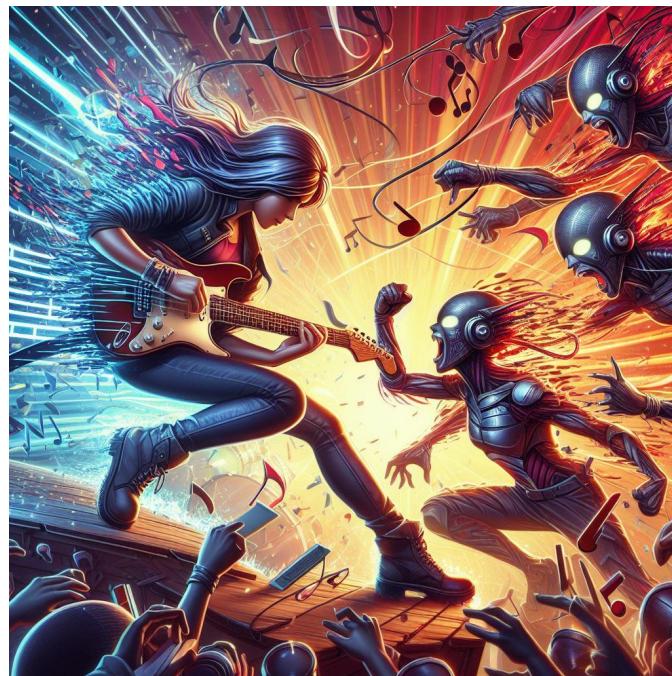
2.3.1. Rhythm Minions

Minions representing music genres. For example, rock minions can have heavy attacks, while jazz minions can be faster and more agile.



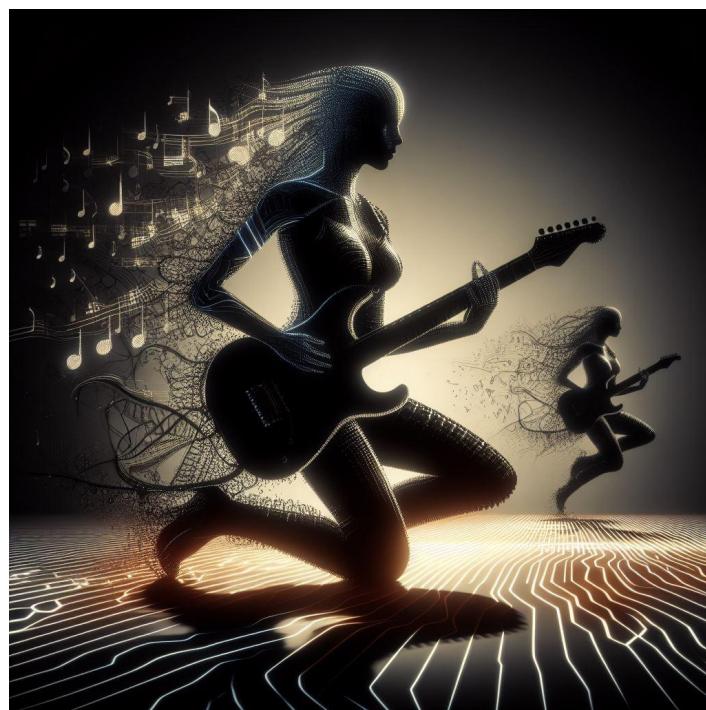
2.3.2. Beat Breakers

Rhythm-breaking enemies, beings that disrupt the music and make Melody's attacks more difficult. They require players to pay attention to the tempo.



2.3.3. Melody's Echoes

A reflection of Melodi's enemies. Each one represents a different music mode and performs various musical attacks against the players.



2.3.4. Harmonic Hydras

Multi-headed monsters represent different music genres with each head. Each head having different abilities requires players to think strategically.

2.3.5. Harmony Guardians

The Harmonia Guardians are the protectors of the Evil Music Queen Harmonia. Each of them derives their power from different instruments and weak points

- 2.3.5.1. Sonata, The Piano Master - Classic Crescendo Dungeon**
- 2.3.5.2. Moon Harpion Chief - Jazz Jam Dungeon**
- 2.3.5.3. Drum Demon Lord - Rock Riff Dungeon**
- 2.3.5.4. Steel Massacre Lord - Metal Chaos Dungeon**
- 2.3.5.5. Bassline Fury Princess - Spawns at specific times on the hill near the Metal Chaos Dungeon.**



Bassline Fury Princess (Sister of Steel Massacre Lord)

2.4. NPCs

2.4.1. Special NPCs

2.4.1.1. Trader Laila

NPCs where the player can find objects that he can consume, various enhancements, and cosmetic items.

2.4.1.2. Commander Sol

Commander Sol is a powerful ally who assists players in battles. He has a powerful violin and players can defeat formidable enemies by participating in battles under his leadership.



2.4.1.3. Maestro Aria

Maestro Aria is an old music master. He is knowledgeable about the musical history in the gaming world and guides Melody. Perhaps he holds important information about the history of Melody's guitar, which sheds light on the evolving story of the game.

Players can interact with Maestro Aria to receive special missions and earn rewards by solving musical puzzles. Additionally, they can help Melody improve her skills.



2.5. Game World

2.5.1. Dungeons

2.5.1.1. Classic Crescendo Dungeon

2.5.1.1.1. Mobs

Rhythm Minions

2.5.1.1.2. Boss



Sonata, The Piano Master

2.5.1.2. Jazz Jam Dungeon

2.5.1.2.1. Mobs

Rhythm Minions, Melody's Echoes

2.5.1.2.2. Boss



Moon Harpion Chief

2.5.1.3. Rock Riff Dungeon

2.5.1.3.1. Mobs

Rhythm Minions, Beat Breakers

2.5.1.3.2. Boss



Drum Demon Lord

2.5.1.4. Metal Chaos Dungeon

2.5.1.4.1. Mobs

Rhythm Minions, Harmonic Hydras

2.5.1.4.2. Boss



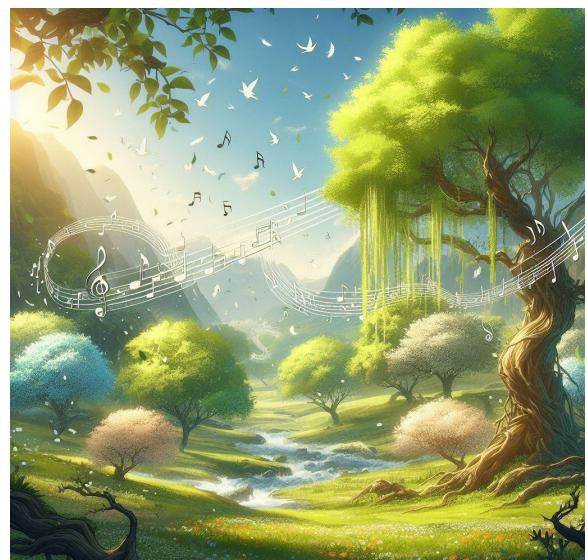
Steel Massacre Lord

2.5.2. Grind Spots

Grind Spots are places where players strengthen Melody's abilities and fight to gain new skills. At these points, low-level enemies provide an opportunity to constantly fight and develop with Melody.

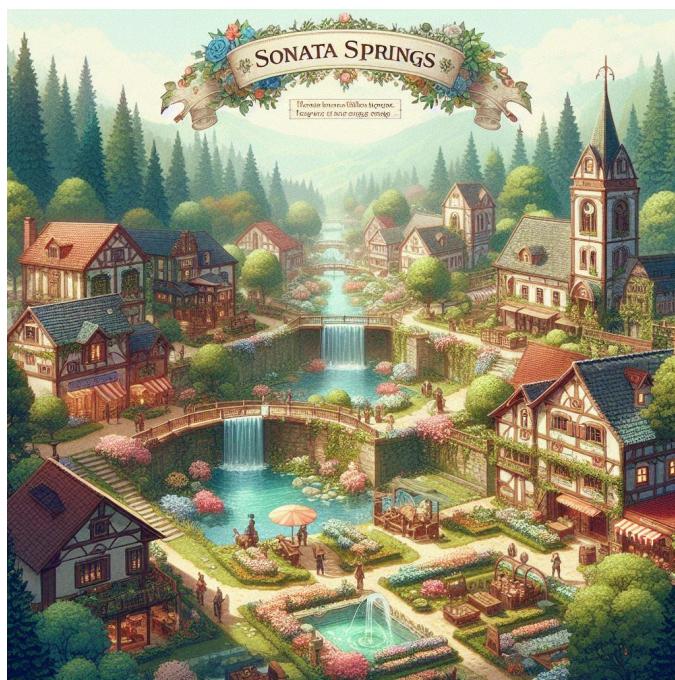
2.5.3. Views

Landscapes are places where players discover the beauties of the world. The various landscapes and environmental details of the four different dungeons, the town of Sonata Springs give players a visually impressive experience.



2.5.4. Town

The town of Sonata Springs is a place where players can rest and re-prepare, trade and take on missions. The town is a point of trust in Melody's adventure.



3. Game Structure

3.1. Controls

The game's control system allows players to control Melody and use her electric guitar abilities. Basic controls include the character's movement, electric guitar attacks, abilities such as interacting with an NPC or an object. Various input methods are supported, such as mouse and keyboard combination or game controller.

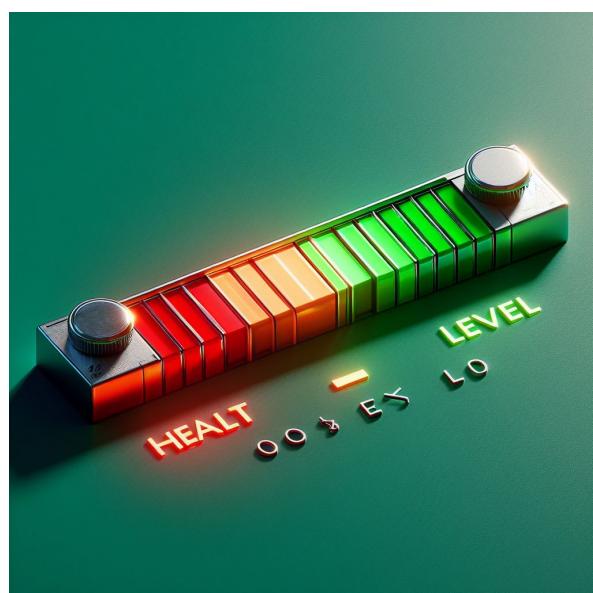


3.2. Scoring

The in-game scoring system evaluates the players' performance and determines the scores.

3.2.1. Health Points and Level Points Bar

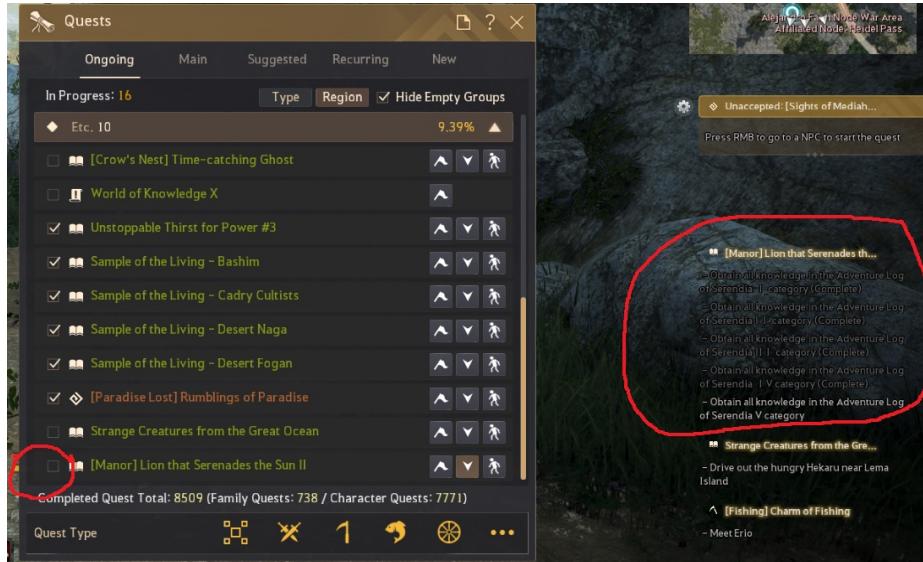
It represents the health and level of the players. They can increase their lives as they avoid enemy attacks and by using the right combinations.



3.2.2. Task Points

Successful completion of tasks earns players task points. These points unlock additional rewards and progression.

Tasks:



3.2.3. Achievements and Rewards

Players earn special rewards by completing in-game achievements. These achievements reward skills in challenging the difficulty of the game and exploring the game world. Also every dungeons have special and unique rewards. This rewards contains one of the piece of Ultimate Sonic Resonance Guitar and

3.2.4. Combo Points

Melody's hitting enemies in a certain order or with certain combinations allows them to earn combo points. High combo points can bring extra advantages and rewards.

Example Combos:

3 Time Combos: W + ↑ + A

5 Time Combos: S + ↑ + W + A + D

7 Time Combos: W + ↑ + A + ← + S + D + →

10 Time Combos: D + ↑ + W + S + ← + A + D + → + W + ↓

3.2.5. Speed Points

Completing certain tasks quickly earns players speed points. Quickly completed tasks allow them to achieve higher scores.

3.2.6. Power-Ups and Equipment Points

The use of power-ups and special equipment earns players additional points. Oct. This can be used to increase the power of the electric guitar or activate special abilities.

3.2.7. Difficulty Levels

- **Easy Level:** For beginners, the enemies are less aggressive, the tasks are simpler and there are plenty of health resources.
- **Normal Level:** Offers a balanced experience, enemies and missions are of medium difficulty.
- **Difficult Level:** Aimed at experienced players; enemies are more challenging, missions are complex.
- **Melody's Nightmare Level:** It is for the most experienced players; the enemies are very aggressive, the missions are difficult and the resources are limited.

4. Sonic Resonance-Interface

4.1. Screen Elements

The basic components that appear on the game screen provide important information such as the player's health bar, level bar, abilities and power-ups. These offer instant information about the status of the character.

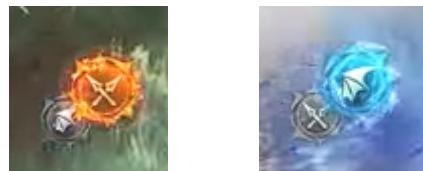
4.2. Score Indicator

An indicator that shows the points earned by the player. Each achievement, enemy killing or mission completion increases the player's score. High scores encourage competition and success among players.

4.3. Electric Guitar Mode Indicator

An indicator that shows which mode the electric guitar is in. The modes change the player's combat strategy. For example, metal mode deals more damage, while jazz mode slows down enemies.

In-Game Guitar Mode Selection



4.4. Map and Location Information

A map showing the player's current location and important points around it. This guides players to follow enemies, find their mission locations and explore the world.

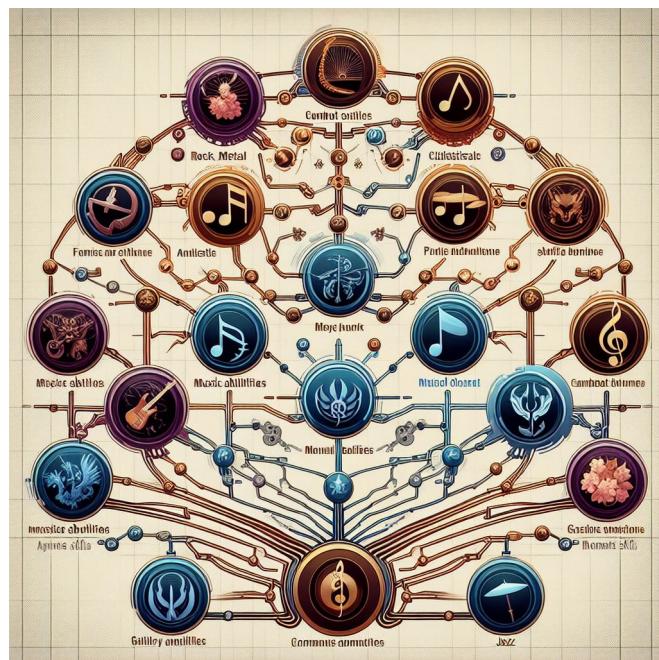


4.5. Progress Bars

Progress bars that show how close the player has come to certain goals. They are indicators of progress associated with various elements, such as task completion, ability development, or special achievements.

4.6. Skill Tree

A skill tree that allows players to customize their characters. As experience points are earned, players can unlock different abilities and power-ups, improving their character in any way they want.



5. Gameplay

5.1. Core Gameplay Mechanics

Players will be able to fight against enemies with various combinations using electric guitar with the character controlled by Melody, make strategic attacks using various abilities and deal extra damage with combo attacks. The basic gameplay mechanics will focus on using the different modes of the electric guitar, attacking enemies and solving environmental puzzles.

5.2. Electric Guitar Mods

Players will be able to diversify their game strategies by choosing from electric guitar modes. The tactical use of the modes will allow players to cope with difficult situations.

Default Mod: Melody's starting electric guitar with standard attacks and no special abilities.

Classical Mod: Controlling enemies with the elegance of classical music, diverting their attention elsewhere. The befuddled enemy begins to wander aimlessly, filled with a sense of calmness.

- **Special Ability:** Sonata Blast - Unleashes a powerful sonic wave that stuns nearby enemies, providing a strategic advantage. (3s stun duration, while stun continuing Melody gets +10 attack speed)

Jazz Mod: Players can slow down the temporal flow , granting them a distinct advantage in dodging attacks, solving puzzles, and navigating challenging environments.

- **Special Ability:** Rhythmic Rapture - Time freezes, and Melody gains +15 ability power and +20 critical chance for 5 seconds. Additionally, her attack speed increases by +10 during this period.

Rock Mod: Harnessing the fiery power of rock, players activate the Rock Mod to deal intensified damage to enemies.

- **Special Ability:** Inferno Fury-Melody's guitar ignites, dealing additional fire damage (40 dmg/s) with each attack. Enemies hit by the burning guitar suffer damage over time, enhancing the impact of Melody's assaults.



Metal Mod: Drawing on the electrical energy of metal, the Metal Mod empowers players with enhanced electrical attacks.

- **Special Ability:** Melody delivers a powerful electric shock, **stunning** nearby enemies and causing substantial damage. The electrifying effect temporarily incapacitates foes, giving Melody a strategic advantage in combat.



Guitar Modes



5.3. Boss Battles

5.3.1. Classic Crescendo Dungeon

Sonata, The Piano Master, is the starting boss of the game. Regardless of the mode chosen by the players, they won't need to attempt the boss dozens of times.

Sonata deals area damage to enemies with various attacks, and the effect on enemies varies based on their proximity to Sonata—causing stun, slashing (-10 DP), or having no effect. Sonata's weak point is noise; she cannot tolerate it.

If the player has a Rock or Metal guitar and uses them during the battle with Sonata, they gain +15 AP and +10 attack speed.

5.3.2. Jazz Jam Dungeon

Moon Harpion Chief is the Jazz Jam boss and wields a harp as the main weapon. He attacks by combining different melodies with the harp, and his attacks are randomly generated. The more players attempt the dungeon, the more familiar they become with his attacks. He can deal incremental damage based on his combos, with his most powerful combo causing 50% damage to the player's health.

The boss is not affected by the special abilities of guitars.

Moon Harpion Chief's weak point is that he takes more damage while producing combos with the harp

5.3.3. Rock Riff Dungeon

The Drum Demon Lord, the master of Rock, resides within the flames, and his attacks are always deadly, causing a burning effect. During battle, all players must be cautious, as some of his attacks have stunning or knocking effects.

If Pure Water is used during the dungeon, the boss loses 15% of his power.

5.3.4. Metal Chaos Dungeon

At the summit of all dungeons, the Metal Chaos Dungeon hosts the Steel Massacre Lord. Due to his steel heart, the Lord takes 35% less damage from player combos.

With the Thunder Strike ability, he unleashes electric lightning, reducing the player's DP by 5%. All his attacks are themed around electricity, causing grounding and stunning effects. When his health reaches 25%, he gains an additional 10% power. Consuming Pure Water boosts, makes you 25% less resilient against The Boss.

His weak point is the Bassline Fury Princess. If this boss is defeated before entering the dungeon, the Lord loses 20% of his power.

5.3.5. Evil Music Queen Harmonia

Harmonia is a tough endgame boss, unlike other bosses. CO-OP mode is recommended.

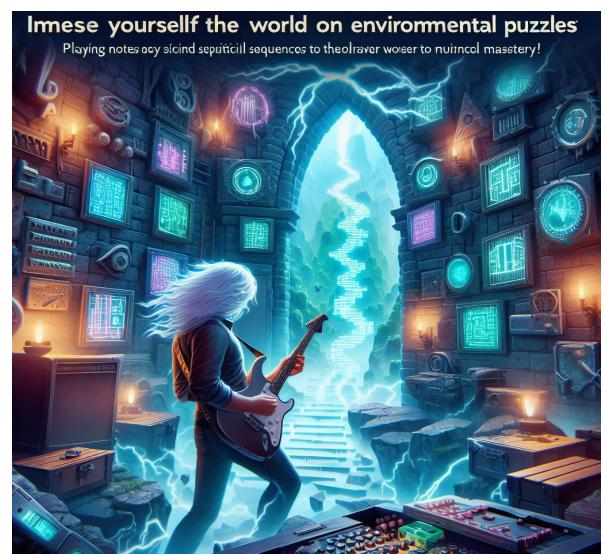
Harmonia is a boss that deals sudden and invisible damage. Players should stay away from red circular areas that indicate where her skills will land. Otherwise, they can take high damage and may need to start over. Harmonia can use the power of electricity and fire, and her various attacks can have dizzying effects.

Harmonia can also be influenced by the calming effects of Classical and Jazz music. In addition to the Ultimate Sonic Resonance guitar, players can also use the other two guitars.

Harmonia is not affected by potion effects but is more vulnerable to backstab damage.

5.4. Environmental Puzzles

Various environmental puzzles that need to be solved using the electric guitar. These puzzles may involve playing notes in a certain order to open doors, explore hidden passages, or progress. These puzzles, which require players to use their intelligence, strengthen the exploration and strategy aspect of the game. Also, players can drop guitar parts or guitars by solving puzzles.



5.5. Inventory and Items

Players will have an inventory where they can store the electric guitars and other items they have earned. Electric guitars in the inventory can be used to strengthen and customize their characters.

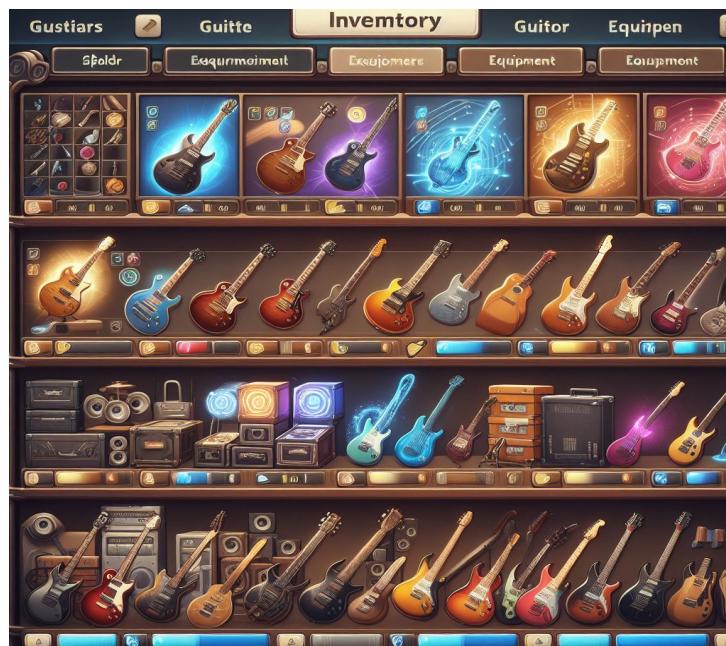
5.5.1. Inventory

The inventory section where the electric guitars, equipment and other important items that the players carry are located.



5.5.2. Items

In the Items section, players discover various enhancements, consumables, and quest-related items. These items are crucial for character progression, providing buffs, healing effects, and aiding in puzzle-solving. The Items inventory ensures players are well-prepared, offering strategic options to tackle challenges and uncover the mysteries of Sonic Resonance.



5.5.3. Costumes & Cosmetic

Players can customize Melody's appearance by acquiring and choosing different costumes throughout the game. Beyond aesthetic changes, costumes can also provide certain bonuses or buffs. For example, you dropped a dress from the metal dungeon and put it on. It can give +15 electric power to metal guitar mode.



5.5.4. Consumables

In the world of Sonic Resonance, Melody encounters a variety of unique potions, each with its own set of effects to aid her in the battle against the forces of the music queen. Players can collect and consume these potions strategically to gain temporary buffs and advantages. Whether it's a boost in attack power, heightened agility, or increased resistance, the diverse range of consumables adds an extra layer of tactical decision-making to the gameplay.

- **Melodic Elixir:**

Effect: Temporarily boosts Melody's attack power by 20% for 5 minutes.



- **Harmony Brew:**

Effect: Increases Melody's movement speed by 15% for 10 minutes.



- **Resonance Tonic:**

Effect: Restores 30% of Melody's health instantly.



- **Chorus Infusion:**

Effect: Enhances Melody's critical hit chance by 10% for 5 minutes.



- **Echo Elixir:**

Effect: Creates a temporary duplicate of Melody, distracting enemies for 15 seconds.



- **Sonic Surge Syrup:**

Effect: Boosts Melody's overall speed and reflexes, making dodging attacks more effective for 10 minutes.



- **Virtuoso Vapor:**

Effect: It gives Melody 10% immunity to status effects for 5 minutes.



- **Pure Water:**

Effect: The special water of the Sonata Springs River used against the Drum Demon Lord. Provides 50% resistance against burning attacks.



5.6. Leveling

In the leveling system, players will earn experience points (XP) by defeating enemies, completing quests, and solving puzzles. As Melody accumulates XP, she will level up, gaining skill points that can be invested in the skill tree. Leveling up enhances Melody's overall capabilities, unlocking new electric guitar mods, improving base stats, and increasing the effectiveness of existing abilities. This progression system ensures that players feel a sense of achievement and continuously grow in power as they navigate the diverse challenges presented in Sonic Resonance.

Leveling System:

Levels 1-10:

- +1 Health Bonus
- +1 Attack Power Bonus
- +1 Durability Bonus
- +1 Attack Speed Bonus
- At 10, Unlocks 3-button Combo

Levels 11-20:

- +2 Health Bonus

- +2 Attack Power Bonus
- +2 Durability Bonus
- +2 Attack Speed Bonus
- At 20, Unlocks 5-button Combo

Levels 21-30:

- +3 Health Bonus
- +3 Attack Power Bonus
- +3 Durability Bonus
- +3 Attack Speed Bonus
- At 30, Unlocks 6-button Combo

Levels 31-40:

- +4 Health Bonus
- +4 Attack Power Bonus
- +4 Durability Bonus
- +4 Attack Speed Bonus
- At 40, Unlocks 8-button Combo

Levels 41-50:

- +5 Health Bonus
- +5 Attack Power Bonus
- +5 Durability Bonus
- +5 Attack Speed Bonus
- At 50, Unlocks 10-button Combo

This leveling system ensures a gradual increase in Melody's capabilities, providing both incremental bonuses and unlocking more complex combos as she progresses through the levels in Sonic Resonance.

6. Audio-Visual Elements

6.1. Graphics

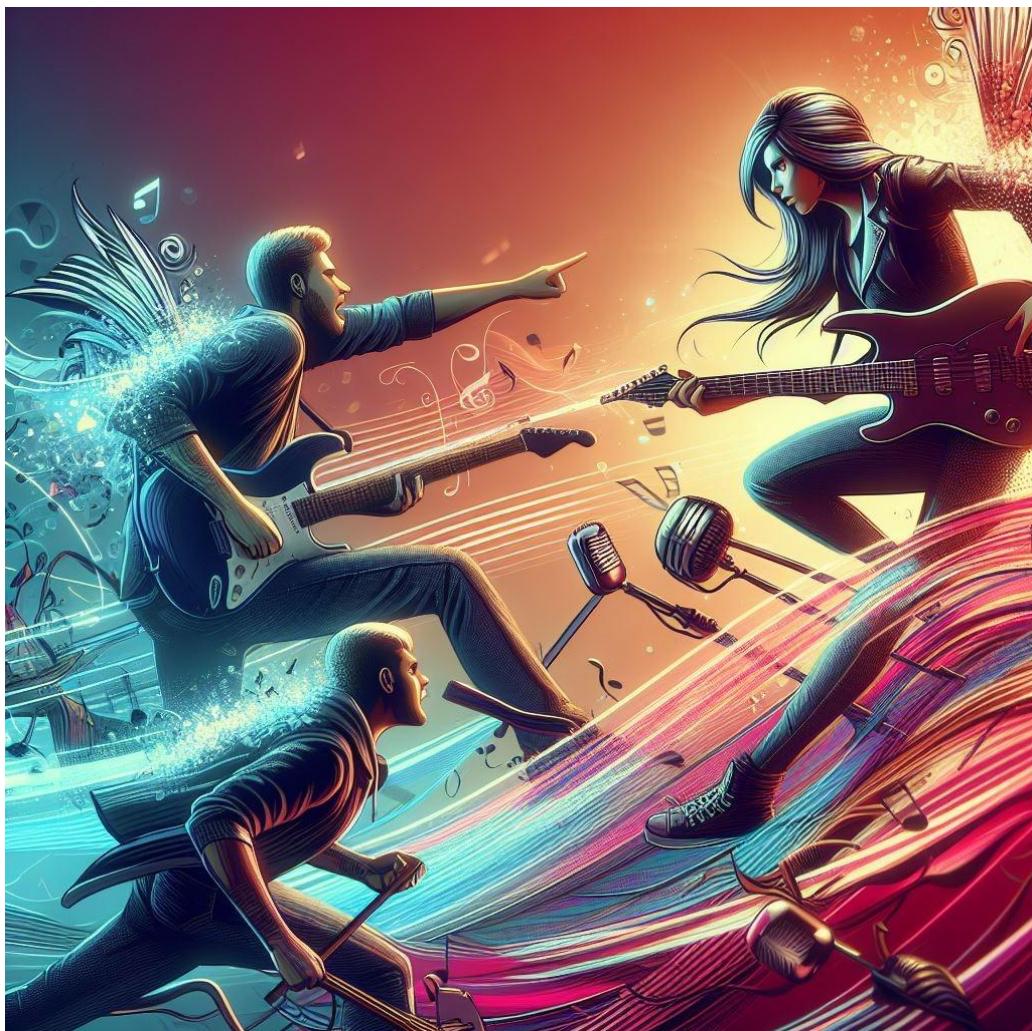
"Sonic Resonance" features stunning and immersive graphics that bring the diverse music-themed dungeons and dynamic environments to life. The visual design encompasses a vibrant blend of colors, intricate details, and atmospheric effects, enhancing the overall gaming experience. Unlike excessive realism, the game's graphics are more cartoonish and colorful. Example graphics could be akin to those in Genshin Impact.

6.2. Musics and Audios

The game's heart is its music, offering players an amazing listening experience in "Sonic Resonance." You'll hear different music in each dungeon, matching the genres there. Sounds match the game actions, making you feel more involved. Whether it's Melody's guitar strums or the sounds of Sonata Springs, music and sounds are vital for creating a captivating atmosphere in the game.

7. Multiplayer Mode

Players can enter the dungeon together in the form of a CO-OP(PvE) if they want. In addition, players can against each among themselves(PvP).



8. Ultimate Goal and Final Battle

8.1. Ultimate Sonic Resonance

Ultimate Sonic Resonance, which is the result of the player completing a guitar collection, is an electric guitar that goes beyond the usual, changes the rules of the game. This guitar with unique and powerful abilities becomes a symbol of Melody's mastery over music and resistance to Queen Harmonia. Reaching the Ultimate Sound Resonance marks a crucial moment in the game, unlocking new gameplay dynamics and preparing the ground for the final battle.



8.2. Final Battle

The Final Battle comes against the formidable Queen Harmonia in a showdown that will determine the fate of Melody and the world. The Final Battle, which takes place in the arena, is a challenging encounter that tests the players' fighting skills, strategic thinking and mastery of the electric guitar. After the winner leaves the Final Battle, an atmosphere is created in the last scene of the game that reminds us that music is a universal language. Melody's victory highlights to players the healing power of universal music, its unifying effect and how it can trigger positive change, thus providing players with an unforgettable experience.

