# Gutiarpunk Story Document

## Outline

The game starts with a short scene of the protagonist at the outskirts declaring he will take back music! The level starts giving the player a chance to get a handle on the rhythm mechanics and experiment a bit. Once they get the end a tutorial boss will appear. Throughout the outskirts there are discarded instruments, and other various pieces of junk and equipment. Whatever the people in the city didn’t need are thrown away.

Once the player gets into the first area of the game, they are introduced to the slums and are immediately met with the gang that runs the area, (Insert name here). After attempting to shake him down for everything he owns. In the scene the player starts to attack them. Through the levels the player goes through the gangs’ members and the captains as stage end bosses. Once the player gets to the leader (insert leader name) they will be the last boss of the area. Once defeated the leader will question the player, with them stating they want to give music back to the people. Being convinced, the leader wishes to join his effort. After that the player unlocks the main hub being the gang base. After which the player has access to return to previous stages.

After which the next stage will be the middle class districts, where most of the area is covered in advertisements and stores filled with stale and boring products. Enemies through the area consist of angry customers, police officers and other various occupants of the middle districts. The end boss of the area Is the man in charge of running the propaganda used to blind the populous.

After the middle district is the label buildings, inside the buildings are filled with office buildings recording offices, filled with security personnel and musicians paid by the companies. The final boss of the area is a top earner for the record label, (Determine Later)

The final? Area of the game is the corporate tops, where the highest people in society feed off the populous, the area consists of high rises, high class houses and hotels. Enemies consist of similar security and occupants as well. The final stage of the area is the entrance to the top corporate building of the main antagonist leading to the final stage being the tower itself.

The final area is a tower climb involving a series of combat encounters after combat encounters. Possibly with returning bosses as either a gauntlet or as regular enemies, ending with the final boss of the game.

(Elaborate later)

Through out the game from the hub challenges and or side quests will be given to the player that require them to return to previous stages such as get a certain score, or collect an item in a once hidden area of the level.

## Worldbuilding:

In the Year 2132, the City of New York through slow buying up and lobbying was taken over by the largest music corporation (Insert name here). After taking control of the city, the corporation quickly absorbed record labels, entertainment companies, and anything else that had anything to do with music. Soon, the majority of the entertainment industry was controlled by a single man, (Insert name here). Through the years he has been in control, the city was transformed in to a dystopia where the top of the city created music purely for the sake of profits, with the people below them eating up what they were given. The city slowly split into multiple sectors, where the economic classes were split and treated differently, with the high class having the luxury given to them. The middle class only knowing what the top allows them to. Then theres the low class, the forgotten surviving off what the middle and high class throw away.

Outskirts: Due to the sudden shifts, the outskirts have been near abandoned, abandoned structures