# Guitarpunk 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 and run down buildings.

Low District: Teaming with people, the poor district is filled with community apartment plexes, overrun by gangs and people not well off enough to be in the more well kept parts of the city.

Middle District: Filled with propaganda and markets selling what the entertainment corporations produce, for every few residence there is either advertisements for the next big thing, or a hired performer on the streets keeping the unenlightened masses in line.

High District: Filled with Highrises and luxury apartments, as well as music labels and other buildings creating the bland entertainment the people eat up. As well as the homes of the talent they companies hire are located

Enterprise District: Where all the head honchos who run the city are located. Towers upon towers of enterprise buildings where all the company execs make the decisions that shape the city to their will.

## Main Characters:

“Guitarist”:

Possible guitarists to reference:

Jimi Hendrix, Eric Clapton, Jimmy Page, Eddie Van Halen

Goal and motivation: Free the city from the tyrannical corporations, He wishes for music to be free to express itself and the chains put on the industry nearly ruined music for him.

Conflict: Character vs society: with how the city controls, he wants to make change and bring the life back into music

Character vs self: Seeing himself as the sole hope for music, he struggles with not losing his goal in the fiery rampage to the top.

Strengths: Talented in music and combat, Strong conviction

Flaws: Bull headed, stubborn

Static or Dynamic:

Dynamic

Backstory: He has been to this city before, in fact he was born here. When he tried to get famous and perform the music he wanted others to hear, he was smacked by the grim reality of the city. After given the scripted music to perform he had enough of it and fled.

Character Design: TBD

Mannerisms:

Communication style: Much like their music they are very loud, to the point and cocky, they tend to exclaim in excitement frequently

Gait: Very loose and casual, though walks like he wants to grab everyone’s attention

Tics: When nervous he tends to tighten his grip on his instrument.

“Bass Guitarist”:

Possible references:

Carol Kaye, Paul McCartney, Tina Weymouth, James Jamerson

1. Establish the character’s story goals and motivations

2. Give the character an external and internal conflict

3. Make sure the character has strengths and flaws

4. Decide whether the character is static or dynamic

5. Give the character a past

6. Develop the character's physical characteristics

7. Make the character stand out with distinctive mannerisms

“Vocalist”:

Possible references:

Aretha Franklin, Sam Cooke, John Lennon, Freddy Mercury

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“Drummer”:

Possible references:

John Bonham, Charlie Watts, Keith Moon, Gene Krupa

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6. Develop the character's physical characteristics

7. Make the character stand out with distinctive mannerisms