# Rhythm RPG Game

## Instant Summary

Rhythm RPG Game is a rhythm-based RPG. Players lead an indie rock band in Toronto, attempting to win a battle of the bands by defeating other bands from a veriety of genres.

## Look and Feel

Rhythm RPG Game is a 16-bit pixel art game in the style of Final Fantasy and Chrono Trigger on the SNES, with modern stage lighting and performance aesthetic for battles.

## Game Design

Rhythm RPG Game combines DDR-style note hitting in side-scroller format with classic RPG style navigation between battles for story and battle preparation.

In DDr-Style battle, notes flow in opposite directions towards opposing bands from a central output marker. The marker moves towards the band who is performing worse, allowing less time to prepare for notes. The music track responds accordingly, eliminating elements of the band doing worse from the soundtrack, and allowing more of the winning band to come in sonically.

How does game work as an RPG?

* Influence people to come to the game by performing tasks and quests for them
* Upgrade items and powerups for use in battle
* Practice songs with no hidden notes to prepare for battles

## User Interface

The user can interface with the world somehow. Draw this out

## Main Player Characters

No customization is available for the main band. The player plays as <BAND NAME> in order to simplify music. Maybe offer hair customization. Like a lot of hair customization.

## Levelling Up

Playeres advance in skill by completing battles, and can earn bonus experience by executing long combos, and ‘licks’ in play. Levels can be used to activate ‘Licks’ or ‘solos’ in order to cause in-battle changes like healing, attacking, or showing off.