Design gameplay

Battle System  
 Stats and Equipment

Background music and timing of fight actions

Consider Puzzles

How player is going to learn new “fight” moves

How to encourage player to choose different “fight” tactics

Discuss appearance of first level

Design Enemies

Implement Enemy AI-move selection, overworld interactions

Design Battle Screen

Learn python/unity

Choose

Find compiler (one for mac and one for pc)

Find general tutorials

Coding for sound and audio

Find tutorials on that

Find a library maybe

Graphics

Choose art style

Character sprites

Overworld animations

Put character onto screen

Make character move

Add other characters

Add interactive objects

Add background and Add transition to battle mode

Battle screen

Battle animations

Cut scenes

Audio Battle

Make program play an interval

Recognize when player inputs interval

Make tutorial level

Choose a simple music theory concept to teach

Basic Story

MUSIC == MAGIC

Overall plot: Ancient Organ that is locked/hidden away

Only those with the greatest of musical skills can access it

If one plays this organ perfectly, they get stuff

If played badly == apocalypse or something (hurts entire world)

Your mentor has played this organ (though you don’t know this until later) and failed causing the world to fall into a musical apocalypse

Unable to play because the organ punished him, he spends his life teaching music

One student of his, who is skilled but hasn’t finished his music/magic training, when given a lesson of this organ runs out excitedly, ignoring all warnings, to go find and play this organ

Player walks in during this arguement, and mentor loses all hope until you play to him on your recorder

Then he proceeds to get up and break your recorder in half

And give you a piano telling you you have a gift and he must teach you how to play to save the world from falling into more chaos

Initiate training battle (First music theory concept)

FIRST WEEK

Choose code  
 Learn python/unity-Find General tutorials

Find Compiler

Draw characters

Choose art style

Discuss appearance of first level

Second Week

Finish learning python/unity-sound library/sound tutorials included

Finish drawing character sprites

Successfully put character onto screen

Design battle screen

Third Week

Battle Animations

Make character move

Design Enemies

Begin implementing AI

Random Notes:

One goal: Give good ear training

Some enemies will always perform either one interval or another (example major/minor 2nd and major/minor 3rd)

Other enemies will vary amongst more intervals

Diversity is important for a game like this

Rhythm enemy : hands that clap