

# MOZART LEGENDARY

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## An RPG Music Game

### Team Members

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# MOZART LEGENDARY

## Abstract: RPG & MUG

Wolfgang Amadeus Mozart, a Salzburg prolific and influential composer, who was always been declared as a genius of his area. The game provide a brief view of Mozart's life, including his childhood, employed at the Salzburg court, journey to Paris, travelling in Vienna, and his later years. Meanwhile, the game <Mozart Legendary> offers an interesting glance at music area. Basic information about music theory, music score, and different types of music.

The game is a combination of RPG (role play game) and MUG (music game). In the different chapters of game, the life story of Mozart is intermixed with video cuts. Learn Mozart's life, study music theory, play MUG with different difficulties, and unlock new music, items in an RPG style.

Two goals of the game:

One is present Mozart - the master of music, his legendary story. One is learn basic ideas of music, through funny video games.

## Team Members

Engineering Architects: Liang, Feng & Luo, Yunsheng.

Art Designer: Li, Yuchen.

Schemer & Contact Person: Li, Zhao.

## Description: Motivation

Problem in modern society is obvious, that no one would willing to read books, especially books about music or biography of a musician. The movie <Amadeus> is a good start, to bring Mozart back to people's sight. However, it's not enough.

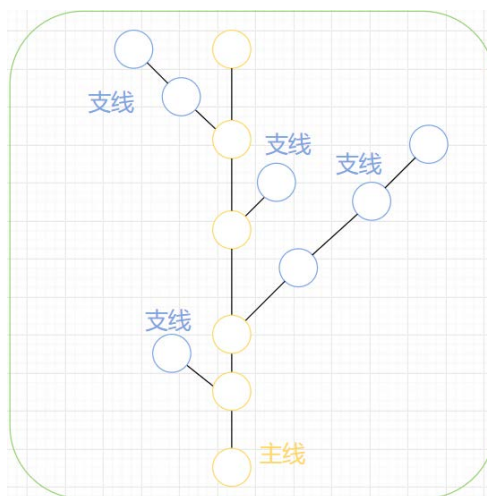
Besides, video game is a good start, especially MUG, such games full of challenges and joy. People can spend a lot of time in MUG to challenge the record of oneself or others. We basically use MUG style to present game, and player goes through chapters divided by life stages of Mozart, with some music knowledges in the game.

We use MUG to provide basic game style, and provide RPG elements to present life stories and music knowledges to players. MUG is the bone of the game, while RPG is the muscle. The two of them complete each other, and make the game interesting and educational in the same time.

## Description: Feature Description

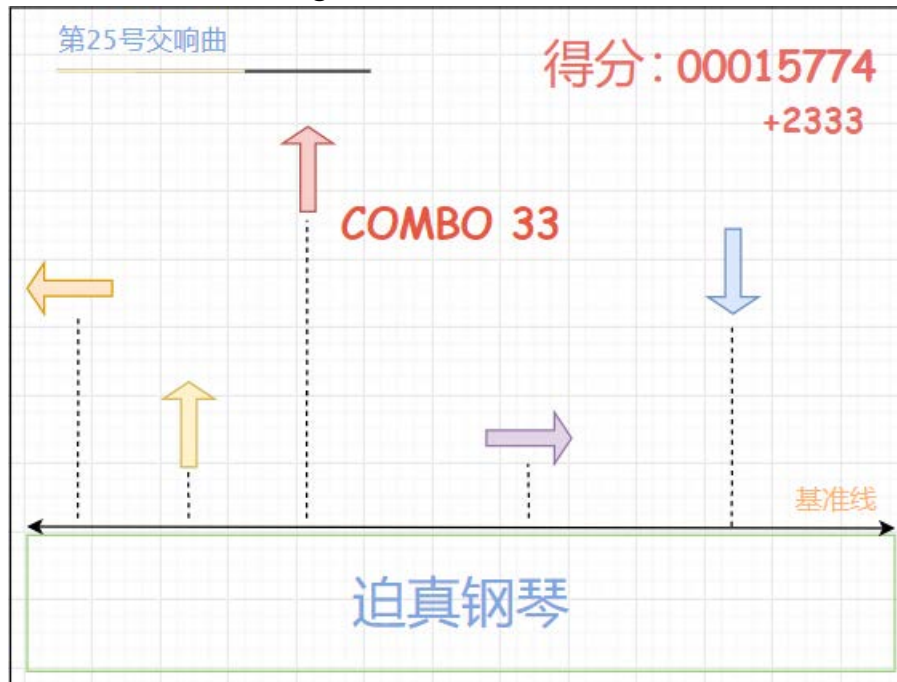


Level choices: the first thing into game (after the animation beginning), player needs to choose the level pass through different paths. The main story line is Mozart's important event in his life, such as being employed by court, his travel in middle age, and the encouraging later age. Meanwhile, the alternative stories are those can teach players some music ideas, some little stories about Mozart, and unlock more items and skills.

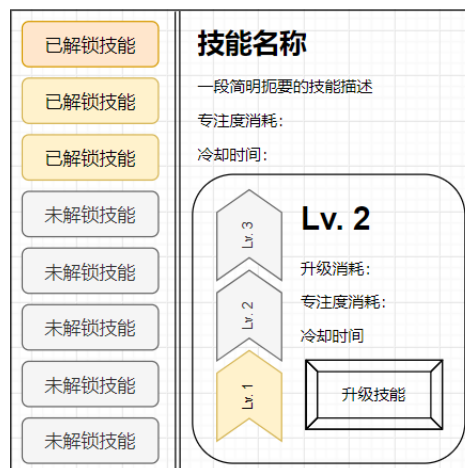


The main game is in chapters, in which each chapter is a level, and player would play a short music game, to interact with blocks dropped from top, in a lifelike piano, and get scores.

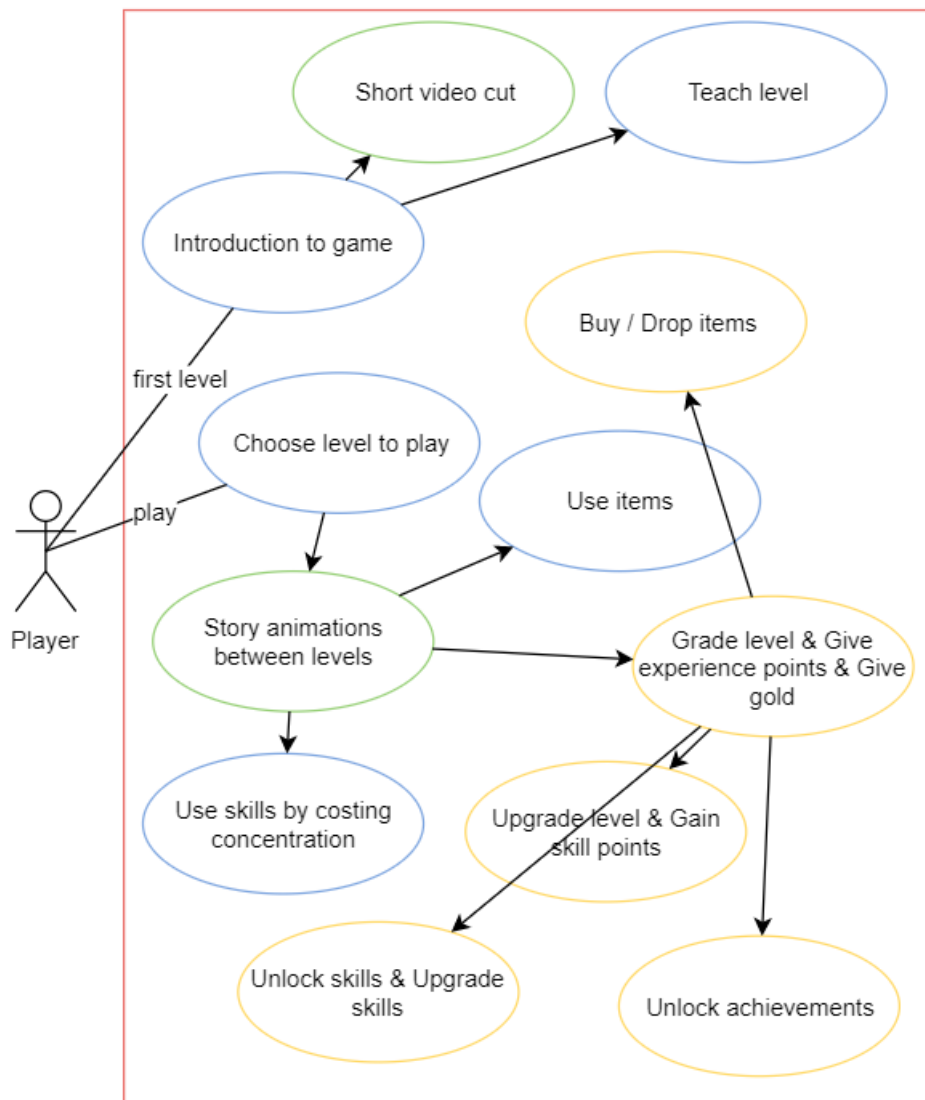
Those music melodies are Mozart's production, and the mix version of those productions. Players can challenge the score, use skills and items, and even unlock achievements in game.



RPG elements are well designed, and players would spend an interesting time to upgrade skills, unlock new skills in skill tree, to gain better game experiment.



In general, the use case diagram should be like this:



## Description: Requirements

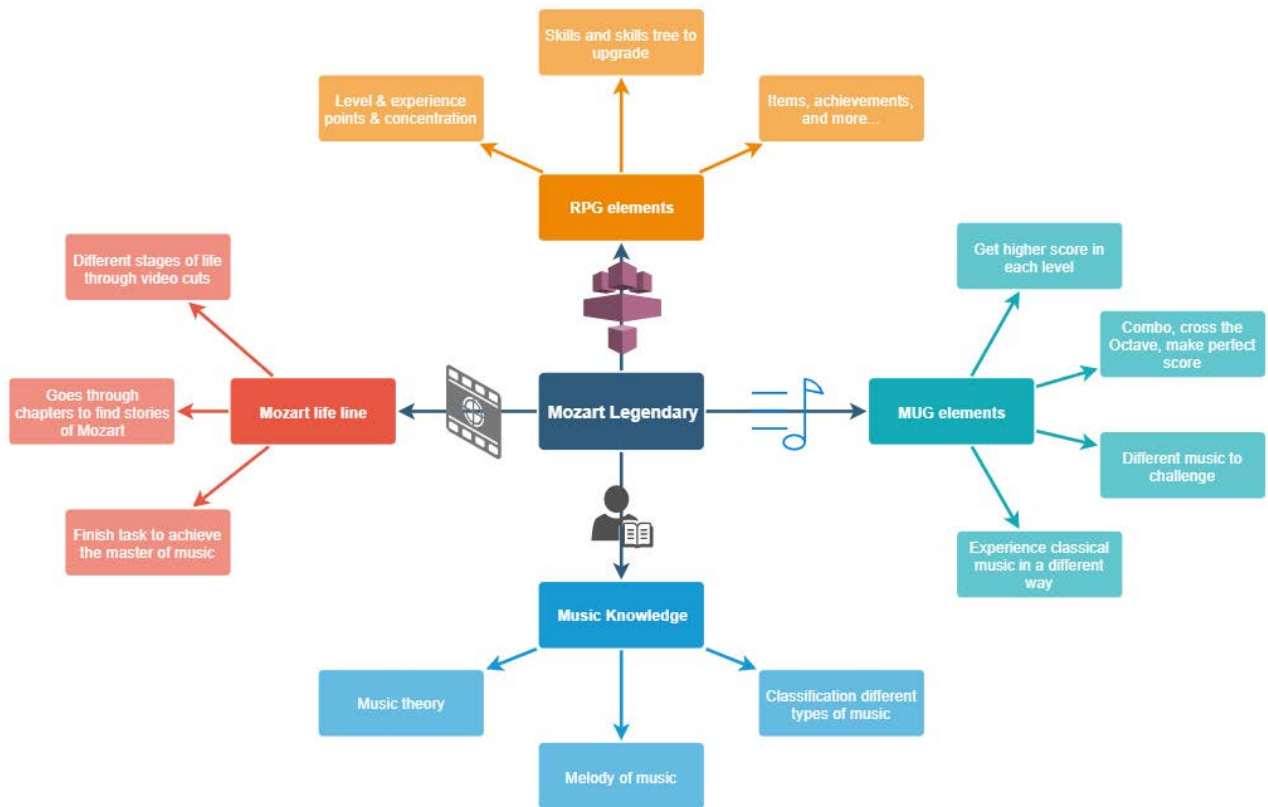
Functional Requirements: three parts, Mozart story design, RPG game design, MUG game design. Movie or video cuts to show Mozart's life story, skills / experience points and levels / items / achievements / concentration system of RPG game, level pass design / game UI / gameplay content of MUG game.

Another very begin architecture of game is also contains several thoughts. The document is also in accessory.

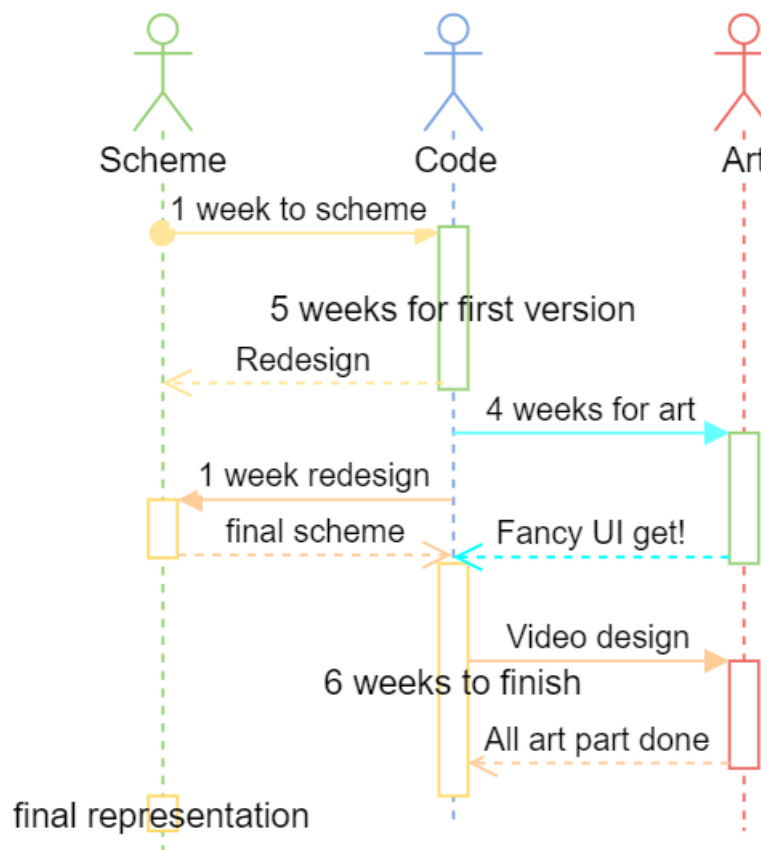
## Description: Design Document

Architecture: single player game, local database or file storage. Because of the Unity software feature, no difficult class architecture is needed, the concept of game is rather simple.





Timeline: 3 classification of work, scheme - code - art, 1 - 2 - 1 work distribution. Development timeline:



APIs, services: Unity 5.x design community, Microsoft C# community, online market for materials.

## Description: Feasibility

Unity isn't very complex, we only need simple C# knowledge, and some experiments on unity3d, the only reason that we may fail is that we are lack of art design. No external help, to finish video cuts and UI are both difficult, and without external economy support, the premiere plugins cannot use.

Try to find best usage of free materials, and try to finish the music we use in the game. Wish we have enough time to do, but this course won't be a breath course, but a hardcore course.

## Useful APIs and Services

Development software environment: Unity3D 5.x;

Program language: C# with .NET framework;

Local database: sqlite3;

Music and video source: Internet;

Bless us: the God.

## Technologies

Tools: Github, Unity, C#, Visual Studio, Sqlite3, .NET, Google, Stack Overflow, Unity Community, Unity Market, Microsoft Community;

Libraries: Github desktop, Github bash, VSCode, Koreographer, Drawio;

Services: Aliyun, Unity Document.