



Version: 0.2

Last Updated: 1/24/14

## TABLE OF CONTENTS

Genre .....	1
System Requirements .....	1
Game Mechanics .....	1
Game Story .....	3
Game Controls & User Interface .....	6
Monetization .....	10
Replayability .....	10
Sequel .....	10
Inspirations & Examples.....	10
Asset List .....	11

## GENRE

Reignite is a hybrid Adventure (Exploration) and Rhythm game.

## SYSTEM REQUIREMENTS

PC / Mac. Mouse and Keyboard. Perhaps expand with Controller support for consoles.

## GAME MECHANICS

Exploration Section Mechanics:

- Movement, eight way, on a two-dimensional plane. Control via keyboard OR through a point-and-click mouse system.

**Confidential**

# REIGNITE

Version: 0.2

Last Updated: 1/24/14

- Interactivity with objects and characters, including things like doors, notebooks chalkboards, and other objects. When interactive items are hovered over, they will glow. When clicked, a GUI element 'bubble' will appear, giving the player options – examine, store in inventory, use, open – contextual options.
- Inventory system. Items that are picked up will be stored here and can be used in conjunction with other objects in the environment to solve puzzles.
- Dialog system for interactions between characters.
- A story system of triggers for monitoring progression through the story.
- Puzzles that unlock triggers which allow progression through the adventure sections.
- A system for saving and loading of progress.
  - Multiple (limited) number of accessible save files.
  - The player may save manually at any point via the menu, but there will be autosaves after triggers.
- An "open" but "limited" design structure, where multiple puzzles are open to the player, but only a select few are open at any given time, and progression must be made before more open up.

## Rhythm Section Mechanics:

- A scoring system for win/loss conditions.
- A hybrid keyboard and mouse control system.
- A scrolling note chart.
- Visual and auditory feedback for success/failure on a per-note basis.
- Synchronization between audio and visual elements.

## Menus:

- A main menu, to be seen on opening the program or exiting the game.
- An in-game menu that includes an inventory, key items, options, save/load features, and returning to the main menu.
- A loading / splash screen for transition between scenes.
- A "journal" which provides information on characters found, hints, and other non-essential story details.

**Confidential**



Version: 0.2

Last Updated: 1/24/14

## GAME STORY

At this moment, everything is up in the air and may change. The story will be split into chapters. "Chapters" will be referred to as "Movements."

### Movement I

Premise: The player is Therese, a violinist who finds herself in a dark, dream-like version of her high school. The electricity is out, it is seemingly night time, and the only source of light is the full moon outside. She discovers that she can light candles by playing her violin. Throughout the school are her fellow music students and members of the orchestra she is in. They each have candles that must be ignited through music.

Objective: Find half of the orchestra members and ignite their flames to release them from this dimension. Discover the origins of the dark world.

### Movement II

Premise: The candles represent the musicians' motivation and ability to perform music. Their flames have been stolen by Nicolette, a musician who has been cursed by a sorcerer. Realizing that she is nothing without skill in and desire to play music, Nicolette has destroyed the orchestra and wiped out the musical abilities and motivation of the musicians she performs with. It is up to Therese to save her orchestra in this alternate dimension and to free Nicolette from her curse.

Objective: "Battle" (play a song with) Nicolette. Upon failing, find the other half of the orchestra members to become stronger.

### Movement III

Premise: In this dimension, if one's flame is powerful enough, their instrument will manifest into a weapon which can still play music as one fights (The rest will be figured out later.).

**Confidential**

# REIGNITE

Version: 0.2

Last Updated: 1/24/14

Objective: Save Nicolette from her curse, obtain weapon, and defeat the sorcerer who cursed her.

Characters:

Player: Therese, the Violinist

Physical Description: Age: 16, Height: 5' 3"

Background: Once an enthusiastic, passionate, and creative violinist, Therese recently lost most of her motivation and drive to perform due to her clinical depression. Because of this, Nicolette's curse swept over her, leaving her unaffected by it. She realizes that she alone has the power to save those affected by the curse and uses everything left in her to move forward and save everyone. Therese is currently the third 1st violin.

Personality: Therese begins as a generally apathetic person, and grows to display more spirit and drive. At first, she rescues her closest friends, but finds compassion in her to save her acquaintances in her orchestra and finally Nicolette. She relies more on her instinct more so than logic and reasoning. Often times, Therese is spontaneous and brave.

Therese, Oliver, Adella, and Arthur make up a string quartet ensemble, a separate ensemble from the orchestra. They actively play in both ensembles.

Oliver (Viola Section Leader)

Physical Description: Age: 17, Height: 5'8"

Background: Oliver is the closest companion and longtime friend of Therese. Always buried in a book, Oliver has a deep interest in literature, philosophy, and religion. He relates playing music to reading and writing, getting into the zone whenever he focuses on either.

Personality: Oliver is generally austere, showing emotions only to those he is close to. He loves to speak, and often pushes Therese to think critically and deeply. Unlike Therese, Oliver thinks logically and stays on the safe side of things.

Adella (Violin II Section Leader)

Physical Description: Age: 17, Height: 5'7"

**Confidential**

# REIGNITE

Version: 0.2

Last Updated: 1/24/14

**Background:** Pressured to excel and to please, Adella succeeds academically and musically. Her best and favorite subjects besides music are math and science. Adella's drive to soak up knowledge and to learn as much as she can has brought her a place in the top 10 percent of the school and as the second violin section leader. She befriended Therese and Oliver before Arthur transferred to their school.

**Personality:** Adella's brilliance is veiled behind her bubbly personality. Unlike Therese and Oliver, Adella has a warm and welcoming personality. She is usually quiet, but when she speaks up, what she says is rich with reason and substance, often surprising and impressing others.

## Arthur (Cello)

**Physical Description:** Age: 18, Height: 5'11"

**Background:** Arthur is Therese's half-brother, originally from California. His mother, a ballet instructor, taught him dance at a young age. Arthur slowly transitioned from ballet to color guard to cello as a teenager, eventually settling with music as his focus. After conflicting with his marching band's drum major and unintentionally sabotaging their chance at winning competitive tournaments, Arthur transferred to Therese's school in New York to leave behind dance and start anew, focusing solely on music.

**Personality:** Arthur is the most outgoing of the four friends. He is rather animated and expressive in his action, speech, and while he plays cello. His energy and spirit might be a bit too much for Therese and Oliver at times, often getting on their nerves. Arthur loves to harmlessly tease his friends. He is close friends with the double bassist, Lowell. He also has an interest in becoming close with Adella.

## Other Characters:

Some are in the process of being designed.

- Violin- [open], [open] one must be the concertmaster
- Viola- [open]
- Cello- [open]
- Double Bass- Lowell, Laurel

**Confidential**



Version: 0.2

Last Updated: 1/24/14

- Flute- Maya
- Oboe- Arjuna
- Clarinet- Rajani
- Bassoon- Charles
- Horn- [open]
- Trumpet- Rodge's design (not named yet)
- Trombone- Bonnie
- Tuba- Priss
- Percussion- [open], [open]

## GAME CONTROLS & USER INTERFACE

### *Controls:*

For the exploration sections, control of the player using the WASD keys for movement, with an interact button (E, Shift, or Space) on objects that will provide story / background.

The Escape key will be universally used for the menu. The I key will be used for the inventory menu during the exploration sections.

For the rhythm game sections, vertical mouse control and (tentative) keyboard keys QWER. The mouse movement matches a pitch, while a keyboard key is pressed. This leads to two forms of accuracy, "Pitch" accuracy for the mouse input, and "Rhythm" accuracy for the button presses.

### *User Interface:*

The main menu will be minimal and include options for continuing a game, starting a new game, practicing rhythm sections, options/settings, and exiting.

**Confidential**

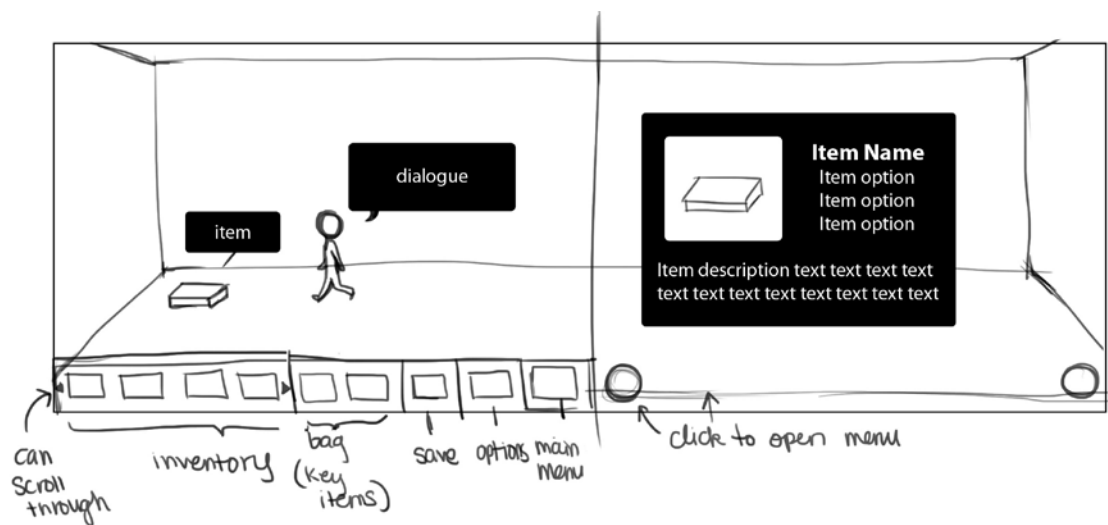
# REIGNITE

Version: 0.2

Last Updated: 1/24/14



For the exploration sections, objects that can be interacted with will have an outline / glow when the player is near them indicating that they can be interacted with. They may choose to store that item in their inventory, which can be opened by clicking on a button on the bottom-left. The menu appears as a bar bordering the bottom of the screen. This menu displays the inventory, key items, options, save, and exit. When an item is selected in the inventory, a new dialogue box pops up on the screen displaying the item's options and description.



Confidential

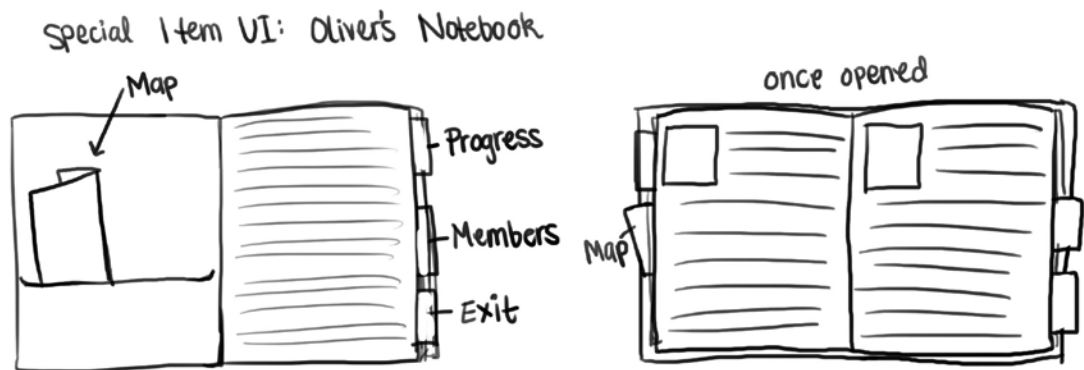
# REIGNITE

Version: 0.2

Last Updated: 1/24/14

When a character is speaking, a speech bubble appears near them with text.

Some items, such as the key item "Oliver's Notebook," will display in detail on the screen.



For the rhythm game sections, the note chart will have an indicated area (highlighted near the left side of the screen) for the current beat, which will be where the cursor is locked. The cursor will be indicated by a flame, which will grow and light up as the player does well, and dims when they miss notes.

Under the note chart will be some character animation that will change depending on how well the player is scoring, a score count, and a progress indicator of some sort. The player will also have the option to pause the game by clicking the Esc key.

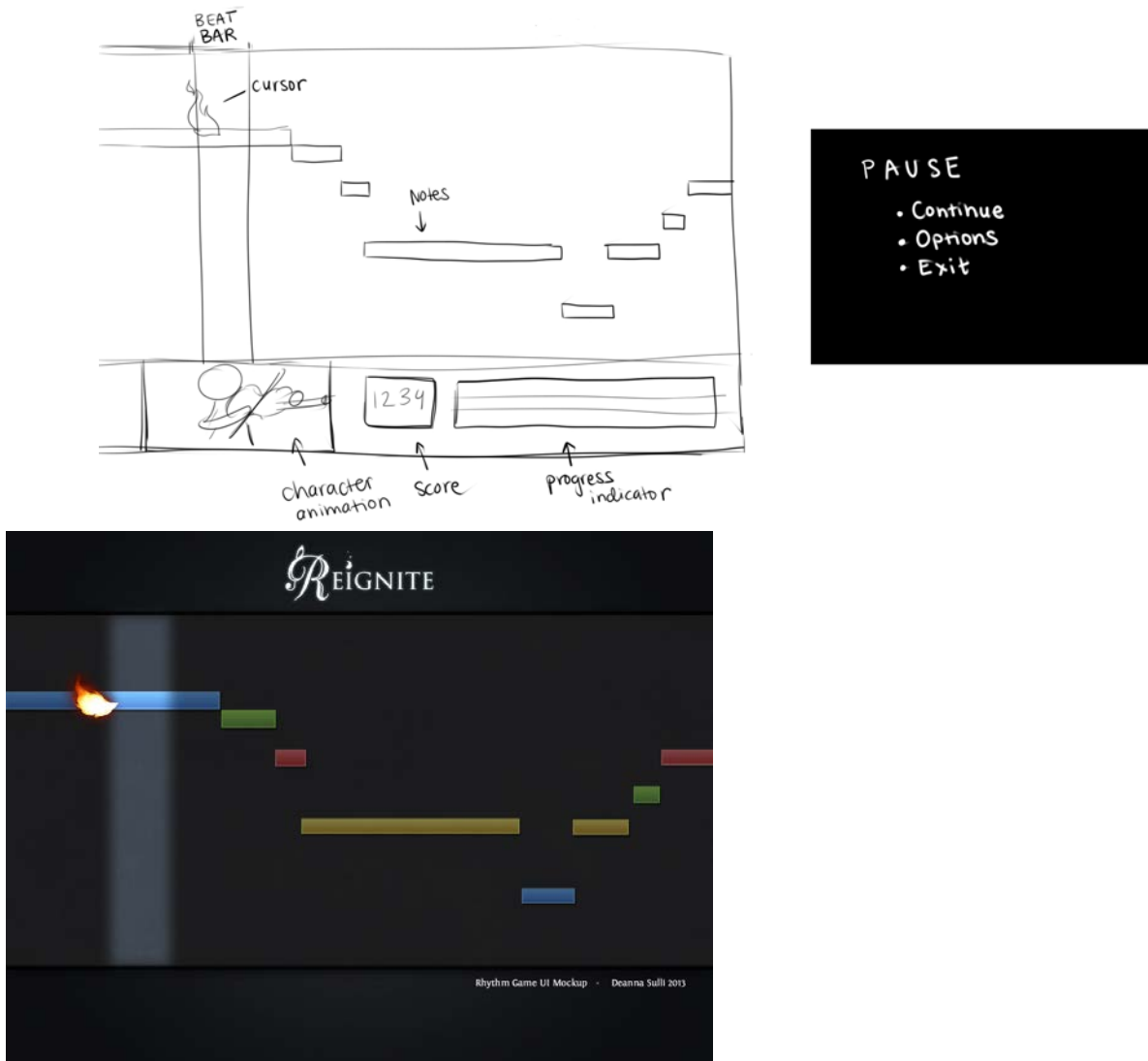
**Confidential**



# REIGNITE

Version: 0.2

Last Updated: 1/24/14



The user will be taught that a color is tied to exclusively a single key. For example, blue is "Q", green is "W", red is "E", and yellow is "R." This color scheme will remain consistent throughout the game so that the UI remains minimal and without unnecessary text.

**Confidential**



Version: 0.2

Last Updated: 1/24/14

## MONETIZATION

Depending on the style of release we target, the game will either be a pay-for-play at a price point around \$15, or a chapter-based game where the first chapter, the Prelude, will be released for free. Subsequent chapters will be released as \$5-\$10 transactions.

## REPLAYABILITY

Replayability comes through *Reignite's* unique art style, music, exploration and story aspects, and a variable difficulty, as well as the ability to replay any song already beaten in the game in a practice mode.

## SEQUEL

None planned for the moment, if all three movements are completed.

## INSPIRATIONS & EXAMPLES

For exploration, *Shin Megami Tensei: Persona 4* (graphical / environment), *Broken Age* (puzzle design, interface, style of play)

For art, *Odin Sphere*, *Persona 4 Q*.

For the rhythm game elements, *Rock Band's* singing mechanic (pitch matching), *Final Fantasy: Theatrhythm*, *Project Diva / Technika*, *Symphonica*

**Confidential**

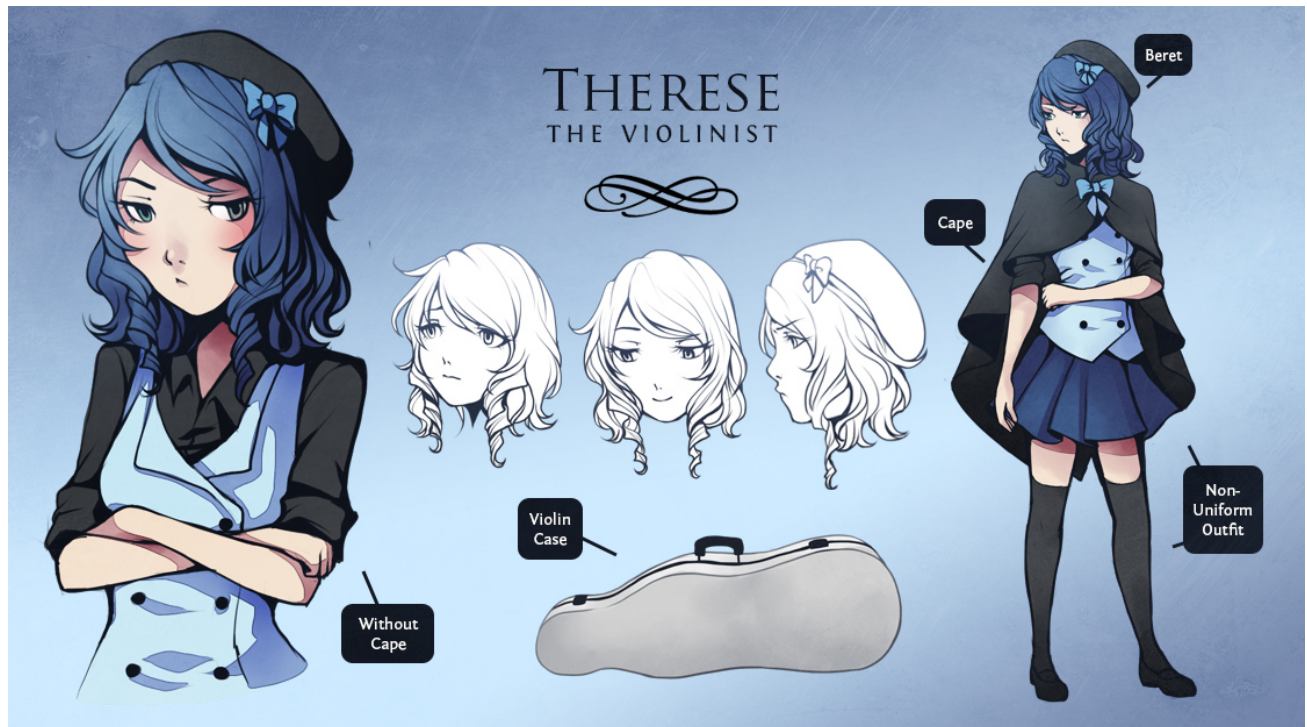
# REIGNITE

Version: 0.2

Last Updated: 1/24/14

## ASSET LIST

### 1. Violin 1 – Therese Character Reference Sheet:



**Confidential**

# REIGNITE

Version: 0.2

Last Updated: 1/24/14

In-Game Style (unlit and with dark lighting):



**Confidential**

# REIGNITE

Version: 0.2

Last Updated: 1/24/14

Violin 2 – Adella  
Reference Image:



**Confidential**

# REIGNITE

Version: 0.2

Last Updated: 1/24/14

Viola – Oliver



(Old, temporary artwork to be replaced)

Cello – Arthur

Nicolette:



Side Characters/Orchestra Members:

**Confidential**

# REIGNITE

Version: 0.2

Last Updated: 1/24/14

## RAJANI AND ARJUNA (CLARINET AND OBOE)



### Tradition vs Rebellion

Born into a family a tradition and culture, Rajani and Arjuna both have differing views as older brother and younger sister. While concerned "Raj" loves the safe and less worrisome path of tradition, "June" craves the spontaneous excitement of rebellion. Despite this, both grew up loving music and find it is the only thing they can agree on. For Raj it allows him to try new things and stop worrying, while it allows June to hold still and focus on one thing for a second.

Rajani  
(Raj)  
Arjuna  
(June)



### Tiny, yet Fierce Business Shark

Born into a wealthy trading industry family, shorty Prissine or "Priss" has been given everything she's wanted for most of her life and told that nothing is beyond her reach. This is made her rather spoiled, but also a determined, stubborn prodigy. While the family business is the field she hopes to dominate one day, Priss thinks that adding music to her repertoire wouldn't hurt either. Despite being told she is too short for a tuba, she won't listen and chose it just to prove that under her pink exterior is a shark ready to bite.

## CHARLES AND CHEVONNE (BASSOON AND TRUMPET)

### Short in Words, Big on Music

Awkward music geek Charles and self conscious shy girl Chevonne both tend to hang out invisibly within the walls of the school. While "nice guy" Charles is always too polite and can never say no to people, slightly chubby Bonnie can never get the words past her throat and always hides behind him or her long, thick red hair. Both find that music, however, allows them to express what they can or cannot say to other people and they do so passionately.



Confidential



# REIGNITE

Version: 0.2

Last Updated: 1/24/14



Animations are very important, primarily needed for Therese. Therese is required to have:

- A walk cycle (potentially two speeds)
- An animation for interaction with objects
- An animation for playing music
- An interaction with characters (dialog) animation

**Confidential**



# REIGNITE

Version: 0.2

Last Updated: 1/24/14

- Potentially many more that I cannot think of currently.

Other characters need, at the bare minimum, a dialog animation.

Animation for the environment and HUD/GUI elements is also required, such as the animated flame in the rhythm sections, and curtains / things in the environment that would naturally move.

Each character rescued will have a song devoted to them, totaling 20+ songs of public domain classical music, featuring their specific instruments as a primary voice in the piece. For now, these songs will be arranged via computer, but it would be highly preferred to have them played by real performers.

Music as BGM will also be composed, potentially up to another 10-20+ tracks of solo piano music.

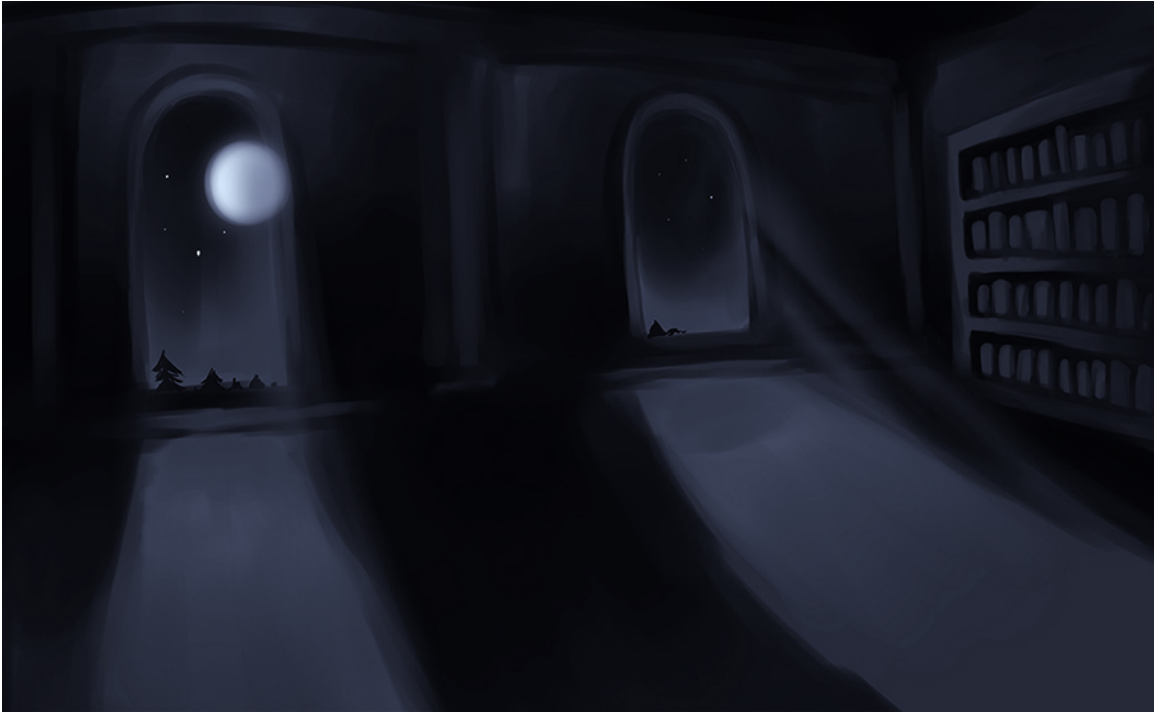
A wide variety of sound effects will also be required, for example, a crackling flame, a match, a variety of footstep sounds, and the sounds of doors, and a sound for successful note playing during the rhythm section. SFX will be handled and added to this list as required.

**Confidential**

# REIGNITE

Version: 0.2

Last Updated: 1/24/14



For the exploration sections, which will be in 2D, many painted environments will be required. As the game is based on a school, environments based around the Library, Admin Building, Instrumental Music Building, Performing Arts Building, Theater, Visual Arts Building, English & Social Science Building, Language Building, Math & Science Building, Gymnasium, Sports Fields, and potentially a Chapel will all be in the game, as well as potentially a forest, which borders the school.

Animated Flame Cursor:



**Confidential**