



Beethoven

Version: 3

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GAME OVERVIEW

Game Concept

Game Design is Art, but what if we brought Game Design to the world of Traditional Art? One of the greatest minds in music Ludwig Van Beethoven has created some of the most inspirational musical art the world has ever seen. However, what is then story that drove this art? What is the life that Beethoven led that brought us masterpieces like his Streichquartett or Moonlight? I plan to bring you an experience like no other with Beethoven. This game will let you experience his life through Beethoven's and originally composed music represented both audibly and visually. A revolutionary idea like this has never been done before, but through this median the player will not only learn about Beethovens life, but experience the essence that is Beethovens music.

Game Genre

My game genre is a graphic adventure, this game will allow the player to experience a story and interact with the environment they are observing.

Target Audience

My audience is the more casual gamer, the individual who would seek out a story just as much as reading a book or watching a series on television. The desire to want to find a story in a game rather than complex game play or repetitive score grinding games. They could be anyone honestly, but at that moment what sets them apart is the desire to play something more casual that they can consume a story from rather than a game that requires a lot of involvement. They could enjoy the challenge of emersion where they piece the story together and try to place themselves in the game to empathize with the main character. They wouldn't want a game with fast pace or skill based gameplay. Puzzlers or games that require a lot of involvement would not be the most desired at the moment. The casual genre is to be enjoyed by all kinds of gamers. It's a genre that is targeted to a player that wants to experience something a little less involved. Myself and millions of other players don't play one specific genre exclusively. To generalize a player to a genre with what bores, frustrates, excites, or offends them is limiting to the kind of audience a casual game can reach.

Platform

This game will be released on PC and all major consoles.

Look and feel of the game

My game will require a physical dimension, the gameplay won't really need to rely on the physical dimension but it will be a requirement for the visual element of it. My game will take place in the third dimension, it will have the player view the story from a third person perspective in which they will see other characters interact as a sort of Spector floating around a room. My game will consist of multiple rooms in which parts of the story unwind in each. These rooms will all be the same consisting of elements in each room that are necessary to the story. It will be structured much like a play, with each part of the story taking place on a set, these sets will change when the story progresses into another chapter or into the next acts. My game world will only revolve around these rooms/sets, each room/set will have a portion of the story within it. The relative size of object and people will remain the same as you are suppose to just view the story unfold only interacting minimally as the story progresses. As my world is bounded the outsides of my world will blur into a black that will bring in a visual illusion of what the player is seeing being almost a dream.

Game flow

The player will have very little interactions in this game as this game is meant to be a story that the player consumes and learns from. The reward for the few moments that player interacts with the game will be that the story proceeds on its linear path. When the player interacts with the story there will be changes from one set to the next that will indicate the player has interacted in the correct way. My game will not provide the players with choices that will alter the way the game ends. The player will simply observe and interact with the game in moments that are prompted so that the story progresses. This game is supposed to be a visual story that will educate the player on the life of the character they are observing.

GAMEPLAY AND MECHANICS

Objectives

This game is a historical narrative where the player will learn about the life and struggle of Beethoven. This game follows a similar architecture to games such as **What Remains of Edith Finch** or **Everyone's gone to the rapture**. However, this game is themed more to be a musical experience where as Beethoven steadily becomes more deaf, the player will experience the audio through color. The positive aspects of this game could be an audio and visually appealing game that educates the player on an important aspect of musical history, however, on the down side, this game could become extremely narrative driven to a point that it will no longer be fun to play, Players will want to continue to play this game for the story and evolving gameplay visuals as they proceed through Beethovens life.

Game options and user interface

As my game is more of a story based game, there really won't be any sort of challenge for the player to experience. If anything, I would like the player to be able to immerse themselves into a story that will entertain them, rather than challenge them. My game is a narrative story game, there will really not be any challenges in my game for the player. My game will have 10 chapters that will tell the story of the protagonist's life, There will not be any challenges in my game for the player, the player will experience a story and every so often interact with an environment to progress the story. These events will not be challenging in any way. As the game is a narrative story based game, there will not be any levels of difficulty for the player to choose from. The game will have the player interact with objects in the environments within each chapter, this object will progress the story. The game will save after every chapter so that the player will start on either the next chapter, or the beginning of the previous chapter.

Gameplay

The game will require a pointing device, the D-pad could be used to change direction of perspective while observing the scene. The game will use the same controls since there will only be one difficulty mode. The gameplay is super simplistic so there shouldn't be any need to change the controls. The player will interact with a room at any given time rather than navigating the protagonist through an environment. There will be prompts for interaction within the game, however there will not be any elements that will be displayed besides subtitles at the bottom of the screen in an opaque overlay. The camera will be in a Third-Person perspective from an overview of the environment. Since the game will be played on room at a time within chapters, the camera will show an overview of the room for the player to observe the interactions. The games genre has a vast amount of gameplay from game to game. When playing a narrative type game the player can not really know what kind of gameplay to expect besides just observing a story. The game will have an opening menu and a pause menu with a save/load function and an exit function. The game will use subtitles on the screen, the text will change based on the language. The game will use mostly text rather than icons. There may be a floppy disk for the save option. The game will only use numeric values to identify what chapter the player is on at the beginning of the chapter. There will not be any symbolic values within the game. The games camera can be controlled with the D-Pad, the camera will change to 4 different perspectives around a cube shaped room. The game will have a super simplistic almost polygon based aesthetic. The UI will have simple text. There will be a bell audio queue that will signal to the player to find an interaction for them on screen. The audio in the game will signal to the player to find interaction, it will allow the player to know they are hovering over an option, it will signal to the player when a new chapter starts, and the audio will grow more complex as the game proceeds.

Core mechanics of the game and the balance of the game

The player will interact with the environment to progress the story or allow the protagonist in the game to receive inspiration. The game play will rely on the designs of the levels which will be kept in line with the theme, while also ensuring there is enough variety to keep the player entertained. The story in my game will be kept linear, The story will be linear and will not feature any branching, The story will not fold, The story will have one ending as the story follows the life of a historical individual. The details in the game will be kept pretty simplistic from a visual standpoint. The game will prompt the player to interact with the game to find certain items that will push the story further by creating inspiring moments for the protagonist. The character will interact with prompts on the screen to invoke dialogue from the protagonist through inspirational events and progress the story. The story will begin at the beginning of the game since the prologue will be included. This game will focus on the life of the protagonist, The game will be primarily a narrative driven game. The narrative elements will be in the way of the protagonist remarking with the player interacts with the game and the protagonist interacting with individuals around him. The actions in the game will come from a conversational standpoint. There will be little to no exploration besides from what the player will do with interacting with objects in any set location. All conversations in the game will be scripted. There will be many scripted dialogues in the game that the player will observe. The story will last just the length of the game. There will not be any sequels to this particular story. My game will use the Progression Mechanisms and the Social Interaction. The game will be full of mass nouns, there will be rooms with bookshelves, paper, pianos, etc. There will also be some portions of the game that will take place outside, however, there will still only be mass nouns outside as well. There will be the player character that will be the unique entity in some levels, however, the unique entity will no longer be the unique entity when there are other NPC's joining the chapters. The inventory will be included as an entity for the player character. The player character will collect items that will appear in the inventory. The inventory will have at most 6 slots to carry items in. The inventory items will be used, the other items will remain static as they are just scenery decoration. These entities will not govern themselves, they will fall inline with the rest of the games mechanics. The game will use the Progression mechanic along with the social interaction mechanic to progress from chapter to chapter. Each source will originate from the environment within each chapter. The sources will never leave the environment and the environment will change and generate new sources every chapter. The resources will never leave the game world. There will be no conversion or trader processes in the game. There will not be a state of equilibrium in my game. The mechanics allow the player to progress through the game, since the game is suppose to be an interactive narrative story, there are no challenges for the player. When the player identifies and collects the object in the level, the next chapter will begin and the story will progress. The NPC's will be scripted and interact based on a pre made path. There will not be an AI, everything will be scripted.

Different Levels

Everything in the game is to be monitored on how far you get in the story. The story will consist of three acts, Childhood, Young Adult, and End of Life. Within each act there will be different chapters that will narrate

different important aspects of the Main Character that influenced who they became at the end. Progress will be saved upon the completion of each chapter.

THE STORY, SETTING, AND CHARACTERS

Storyboard/Narrative

The story will begin with a young Beethoven in his childhood and will cover the death of his mother, the abuse he would experience with his father, the constant pressure to become better at piano, how he would raise his younger brother and his personal struggles. The next chapter will cover Beethoven in his teenage and young adult years after his popularity exploded, his heartbreak while trying to court a married woman and his struggle while trying to manage his fame and even more of his pressure. The story will then conclude with the final chapter of his life as he struggles with his deafness and his illnesses. He will then conduct his final pieces and bring his story to an end.

Character Development

My characters are going to be primarily story based character. The characters will be drawn in a very simple manner. The distinguishing aspects of themselves will be by a few distinguishing features and their voices. The characters will be based on actual individuals so there will not be a way to distinguish how they will act or who they are until the player gets to know them. All of the characters will be distinguished through the narrative and dialogue. This game is a retelling of Beethovens life and the interactions he will have with all the other characters will build and understanding of the cast for the player. There will be unique voice actors for all the roles, this will give the player a chance to hear the characters and gain an understanding of who they are and hopefully also develop an emotional attachment to each character. The characters will change as they age and so will their visual and auditory identifiers. The characters speech patterns and vocabulary will be appropriate to the time of which Beethoven was alive, we will try to keep the dialogue as accurate as possible to the time, social class, and individuals as we can.

World

The world will take place during the 1800 in the wake of the Neapolitan war, this is before the founding of the German Empire, but remaining in Vienna and different regions around Germany. The story will go through the life of Beethoven and will cover his early childhood, his teenage and early adult years, and the final years of his life including his deafness and his heroic stage.

Description of audio and music

The music will be variations of Beethovens music and will include more complex pieces as you progress through the story. It will feature audio cues and inspirations that lead to full pieces.

GAME ASSESSMENT

There are other narrative driven games, but what makes my game different is the fact that rather on the visual element, it will use a lot of auditory elements that will allow the player to immerse themselves into the entire experience.

Market Analysis

There are other narrative driven games, but what makes my game different is the fact that rather on the visual element, it will use a lot of auditory elements that will allow the player to immerse themselves into the entire experience.

- Everyones Gone to the Rapture

Release date: Apr 14, 2016

Price: \$19.99

Old userscore: 70% Metascore: 76%

Owners: 20,000 .. 50,000

Followers: 26,637

- What Remains of Edith Finch

Release date: Apr 24, 2017

Price: \$8.99 55%

Old userscore: 95% Metascore: 89%

Owners: 200,000 .. 500,000

Followers: 81,250

- Dear Esther

Release date: Feb 14, 2012

Price: \$1.99 80%

Old userscore: 75% Metascore: 75%

Owners: 500,000 .. 1,000,000

Followers: 9,987

GAME FLIER

