

Beethoven

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Version 1

INTRODUCTION

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.

GAMEPLAY

- This game will be a narrative 3d first person experience where the player will visually see Beethovens life from when he was born to when he passes. The player will take the role of a Specter or a Guardian angel giving inspiration to Beethoven as he takes from his life experiences and turns them into composition.
- This game will be a single player experience.
- This game will be considered a First Person Narrative title.
- ESRB rating will most likely fall under T so the target age group of 13-18 will be met.



OBJECTIVES

Goals of the Game

- 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.

PANTERA WILD STUDIOS



-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 downside, 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.

COMPETITION

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.



OTHER COMPETITORS

-Everyone's 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

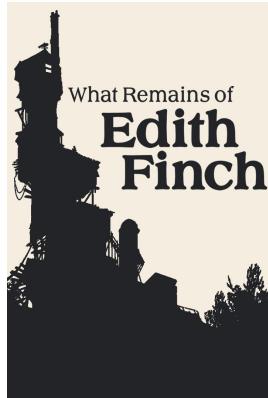
Release date: Apr 24, 2017

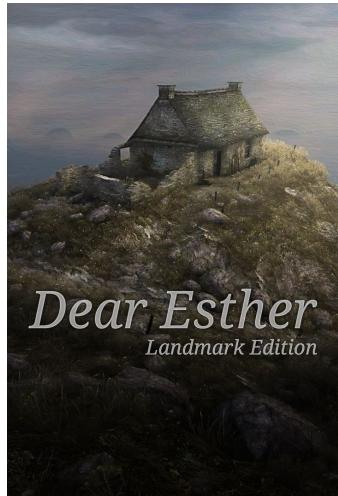
Price: \$8.99 **55%**

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

A game like this is an ambitious project, but with dedication, experience in music, and the passion I have for Beethoven and his music, this vision will become a reality that could set the precedence for genres to come, much like Beethoven has for music.
