

MAESTRO

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Target Audience: Young and Young adults.
Gamer Type: gamers who like beautiful graphs and interesting stories.
Target Platforms: PC.
Genre: Adventure.
Number of Players: 1 player.
Projected Release Date: TBA

High Concept Statement

Maestro is an adventure game where you take control of a music conductor responsible by keeping balance in musicland. Everything was all right, every instrument was happy and the music was perfect until an evil composer started to control some of the instruments and change the symphony of the world. He imprisoned the good composers one by one in different places in musicland and Maestro needs to find them and release them so he can give back peace and music to the world. Maestro has only his magic baton that gives him the power to control good instruments. The only way to turn bad instruments to good ones is erasing secret music scores used by the evil composer, which can be found in the world. Maestro needs every instrument in the world to achieve his goal and save everyone.

Feature Set

Beautiful scenarios. Good flow controls. Nice and compelling characters. Well designed dialogues. Challenges and enigmas in every stage. Different stages with different appearance and features. Maestro gets stronger and smarter as he gains experience.

Player Experience Goals

Player will have to understand the story of the game and sympathize with Maestro's task.

Player will have to solve puzzles in order to go through the stages.

Player will have to use well the resources they have in order to turn the bad instruments into good ones.

Team Roles

Graphics Designer

Programmer

Competition

The inspiration for the game is Nintendo's franchise The Legend of Zelda and Star Fox, which have RPG elements in adventure games.

Compelling and Innovative Concepts

Music theme is an innovative concept and the fantasy style of the game should turn it compelling to prospective players.