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# Basic Story Outline

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.

# Player Characters

The playable ones are Maestro (the main character) and Harmony (his loved girlfriend that plays an important role in the game story).

## Maestro

Give as many details as you can about the character from traits to backstory. Concept art if you have it. Try to make this character come to life and connect it to the world around it.

## Harmony

Give as many details as you can about the character from traits to backstory. Concept art if you have it. Try to make this character come to life and connect it to the world around it.

# Non-Player Characters

The main non-player character is Decomposer, the evil composer that is ruining life in Musicland. Besides them, there are also secondary characters, which are the good and the bad instruments: Violins, Cellos, Basses, Clarinets, Flutes, Oboes, Trumpets, Euphoniums, Drums, Saxophones, Bassoons, Horns, etc. There are also the good composers: Mozart, Bach, Beethoven, Rossini, Mendelsohn, Liszt, Chopin, Villa-Lobos, etc.

## Decomposer

Give as many details as you can about the character from traits to backstory. Concept art if you have it. Try to make this character come to life and connect it to the world around it.

## Good Instruments

Give as many details as you can about the character from traits to backstory. Concept art if you have it. Try to make this character come to life and connect it to the world around it.

## Bad Instruments

Give as many details as you can about the character from traits to backstory. Concept art if you have it. Try to make this character come to life and connect it to the world around it.

## Good Composers

Give as many details as you can about the character from traits to backstory. Concept art if you have it. Try to make this character come to life and connect it to the world around it.

# Settings

Describe the world, particularly those places that are distinctly important to your story. These may correspond to "levels," or "maps," but not necessarily.

## Setting #1

Give as many details as you can about this location in the game. What sets it apart and what is its reason for existing? Does it relate specifically to items, people, creatures or other things?

## Setting #N

Give as many details as you can about this location in the game. What sets it apart and what is its reason for existing? Does it relate specifically to items, people, creatures or other things?

# Other Important Narrative Elements

There are numerous other things that add character and life to the gameworld. What are those for you?

## Equipment or "Legendary" Items

Things? Stuff?

## Animals Creatures in the World

Non-player creatures? Animals?

## Historical Lore

Is there an important history to your world?