Melodious Eras

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Version 1.B

Table of Contents

[Overview and Features 1](#_Toc366484979)

[Characters 2](#_Toc366484980)

[Story 3](#_Toc366484981)

[Gameplay 4](#_Toc366484982)

[Level Design 8](#_Toc366484983)

[Art 9](#_Toc366484984)

[Sound and Music 10](#_Toc366484985)

[User Interface and Game Controls 11](#_Toc366484986)

Overview and Features

Overview:

Melodious Eras will follow the time-traveling adventures of Dr. Canon Sharp (Dr. C#). This is all made possible with her breakthrough discover of the master melody. However on her maiden voyage, the master melody is shatter across time. If Dr. C# ever wishes to return home, she’ll have to resemble the master melody.

Features:

* Melodious Era is rhythm based/platformer mobile game developed for the Windows Phone 8 marketplace.
* The ability to jump independent of the beat will provide each level multiple paths to completion to maximize replay ability.
* To allow our game to be played by all ages, there will be no way to die. Instead, we implemented a rating system for each level. The player is required to posse 70% of the notes before they can advance to the next stage.
* Cosmetic rewards can be obtained if the player manages to acquire 100% of the beats of a level.
* Dr. Sharp’s time stops will be the prehistoric era, the medieval era, the year 3320, 1960s, and many more.
* An original score composed by Daniel Vu will bring to life Dr. C#’s adventure by providing each era it’s on distinct feel.
* Beautifully hand drawn created by Thi Cong and Faysal Sharif.

Characters

**Dr. Canon Sharp (Dr. C#)** – The games protagonist. This young, ambitious and curious scientist wants to travel through time.

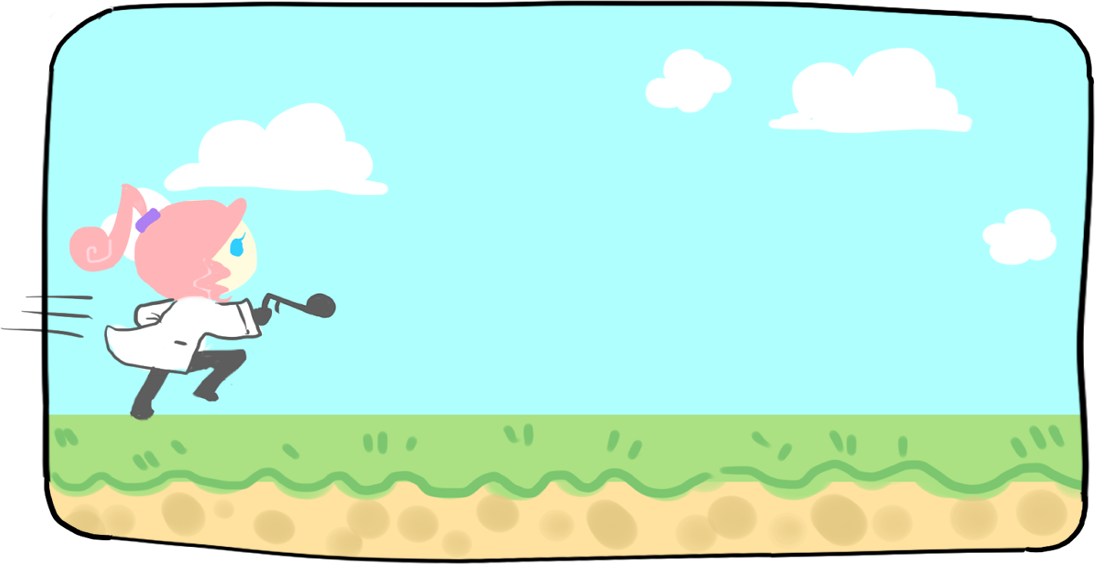
Story

Dr. Canon Sharp is a young and curious scientist who has always dreamt about travelling thorough time. She decides to build a music powered time machine for this purpose because she wants a wild adventure through time. She was able to create the time machine but there were some mechanical problems which she must fix in order to start her adventure. She fixes the mechanical problem by playing the 8-bit melody with the help of user interactions (tutorial level) and is able to start her time machine!

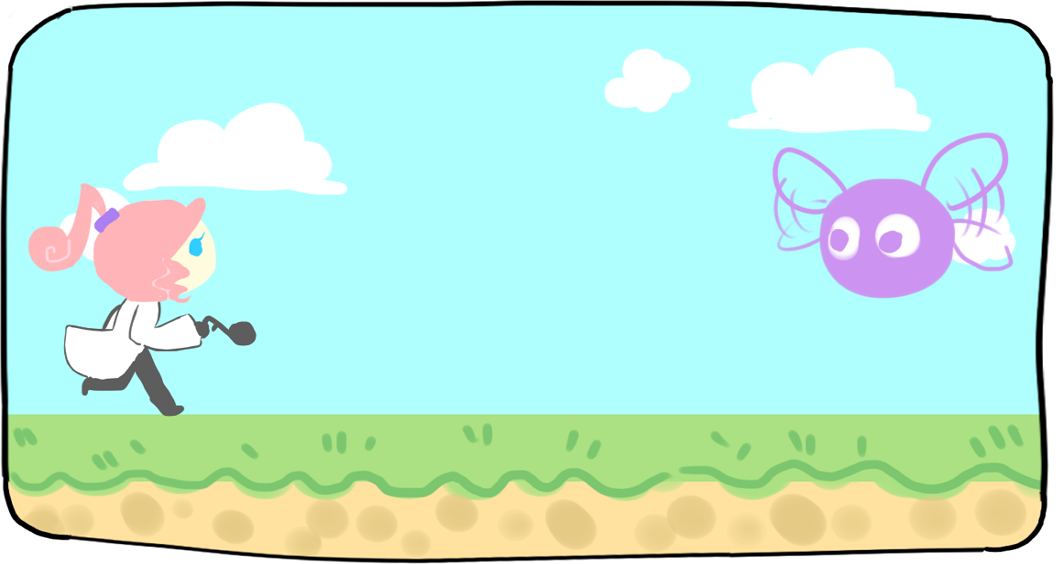
Dr. C# had a keen look in his eyes because she knew her dream was about to come true in matter of seconds. She punched in 1920 to go the Jazz era as Jazz was her favorite music (first level). After couple of hours Dr. C# decided she wanted to come back home in real time. But to her horror the time machine malfunctions and she can’t come back to real time. No matter how hard she tried the time machine kept sending her to random eras.

Dr. C# realized she doesn’t have a choice but to reset the time machine and in order to do that she must play the master melody. That of course was not an easy task. She must go to each era the time machine sends her and get parts of the master melody. Dr. C# was about to have an adventure of lifetime…

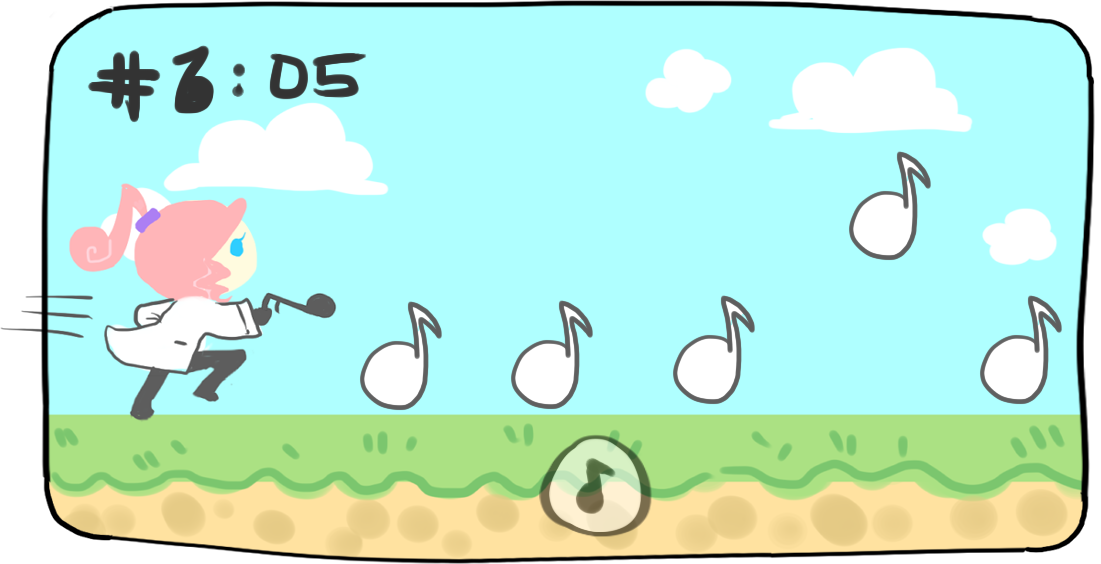
Gameplay

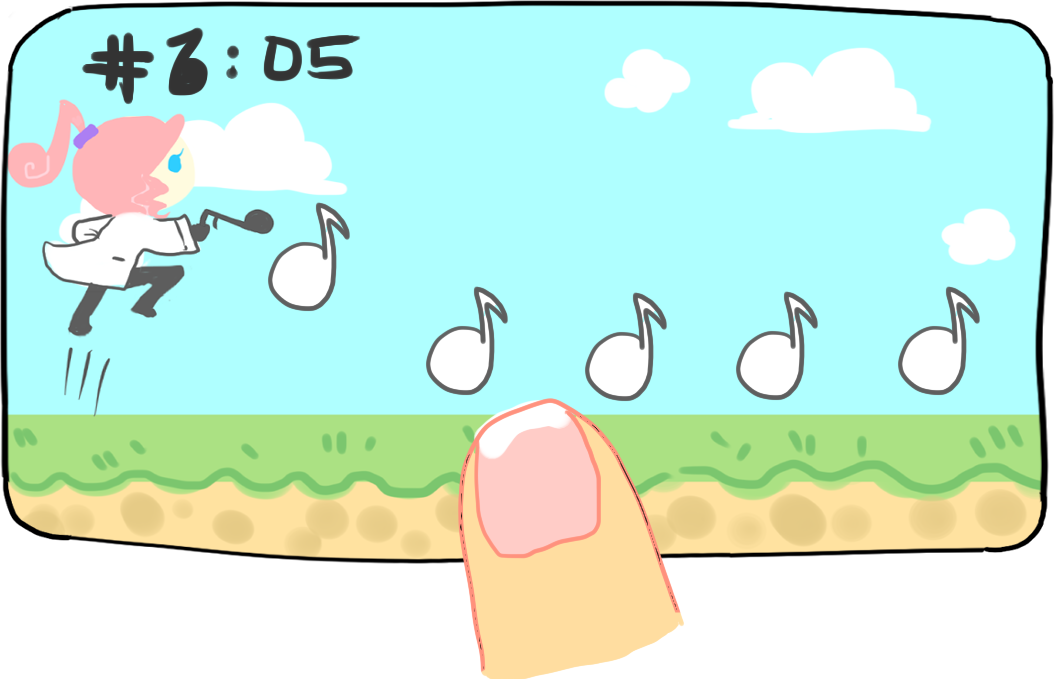
Running is automatic. No player input needed. Main Character (MC) position is stationary while running is animated.

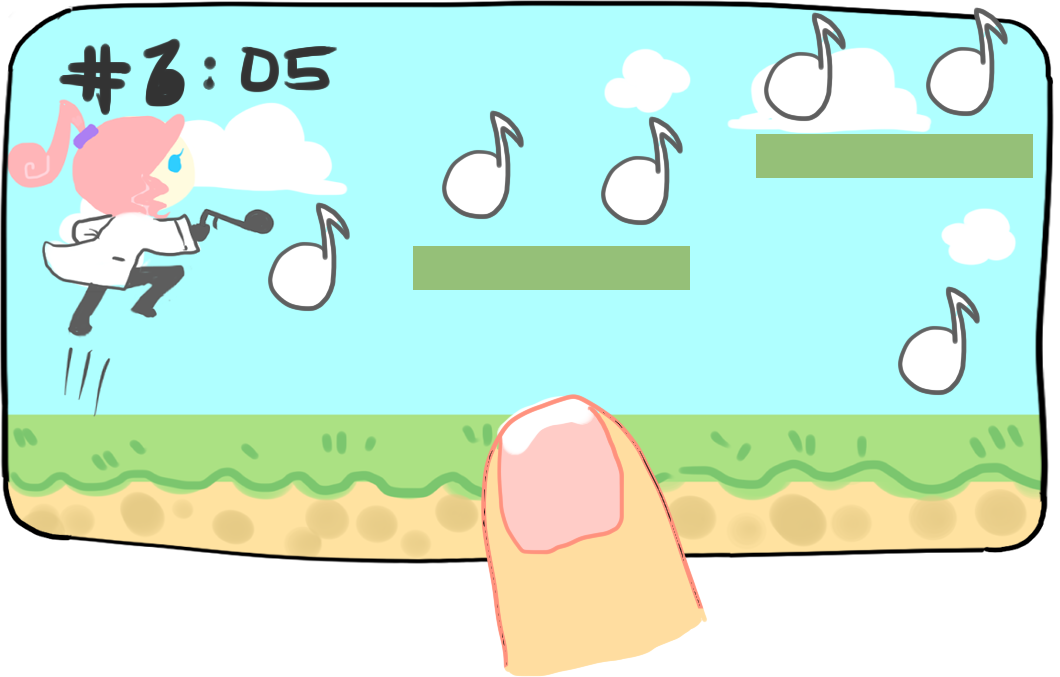
Camera angle is fixed at a sideways view. Graphics will be 3D models with 2-2.5D perspective depending on gameplay and cut scene situations.



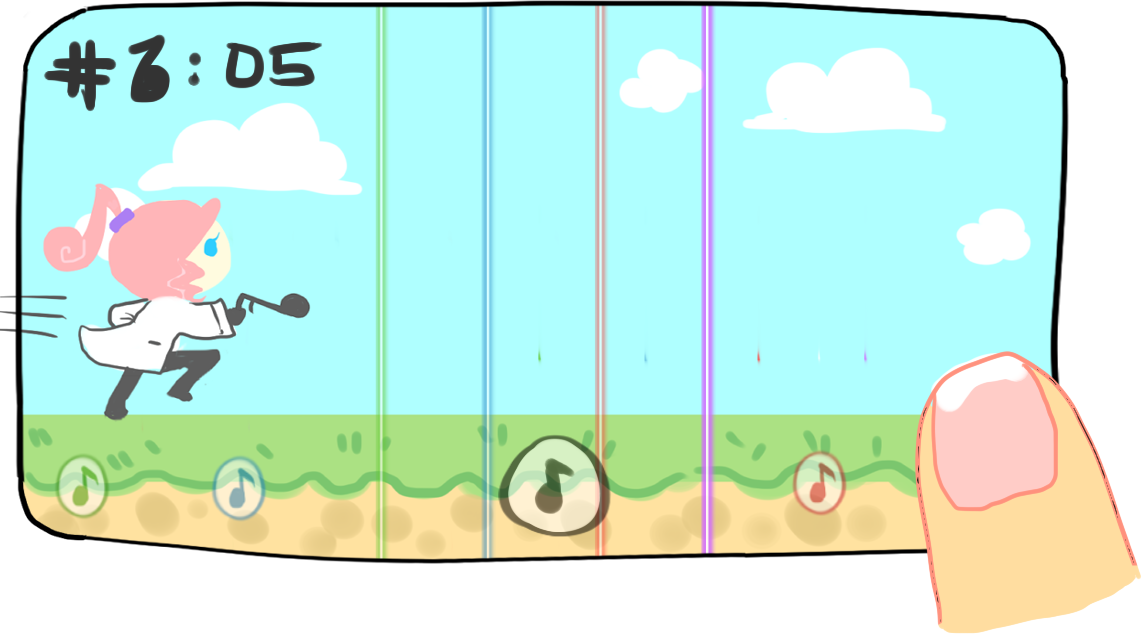
MC will run along landscape as the track moves past the MC and obstacles come in from the right side.

  
As the track goes on, colorless notes can be obtained by having the MC touch them along the path. The # of notes acquired will be shown at the top left corner. Some notes can only be achieved by pressing the center button to jump.

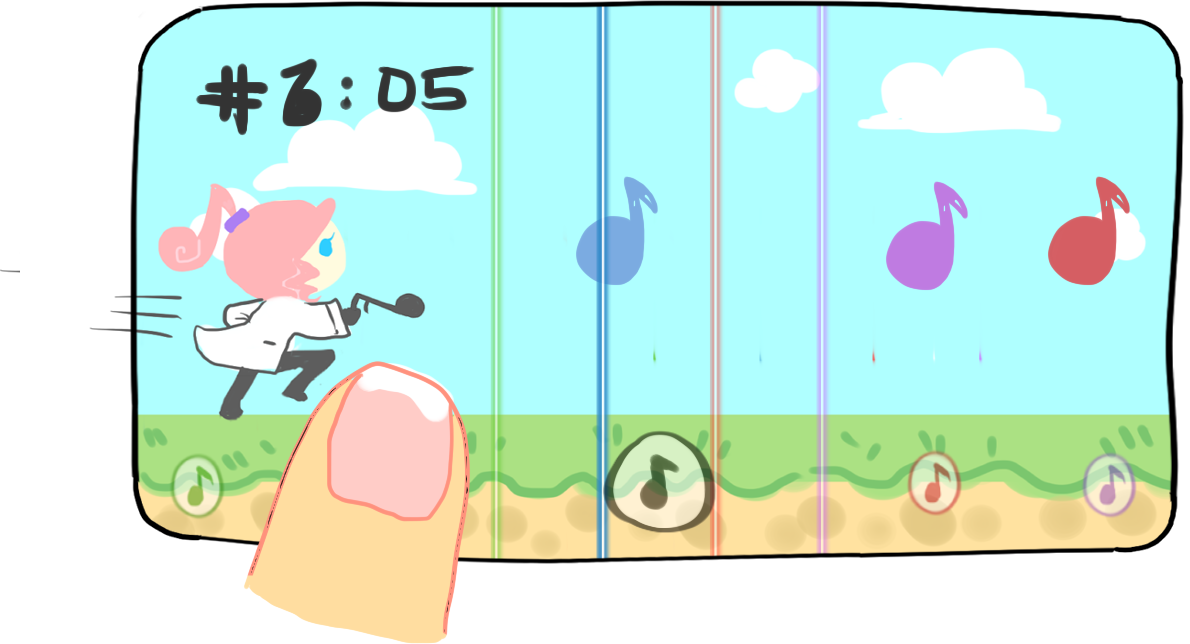
The MC will jump any time the button is pressed. Thus, the player must aim to jump on time to achieve the all the notes.

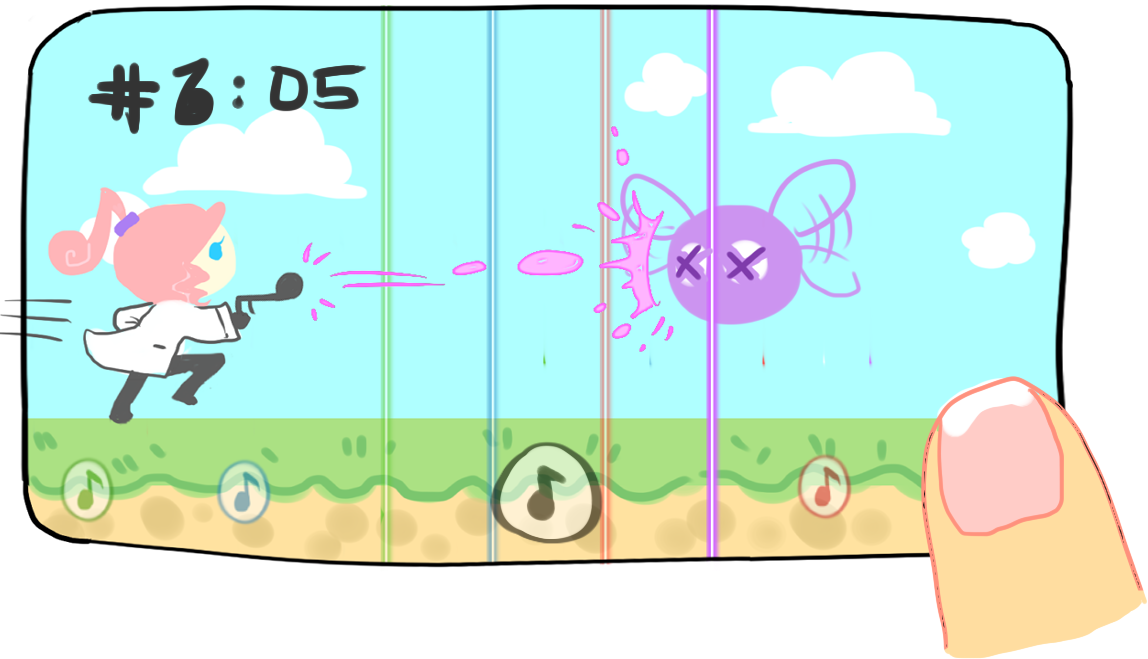


Platforms allow for opportunities to earn more notes than going the regular path. Difficulty will increase as more beneficial paths appear. Gives player freedom to go whichever way they want by jumping at the right time or not.

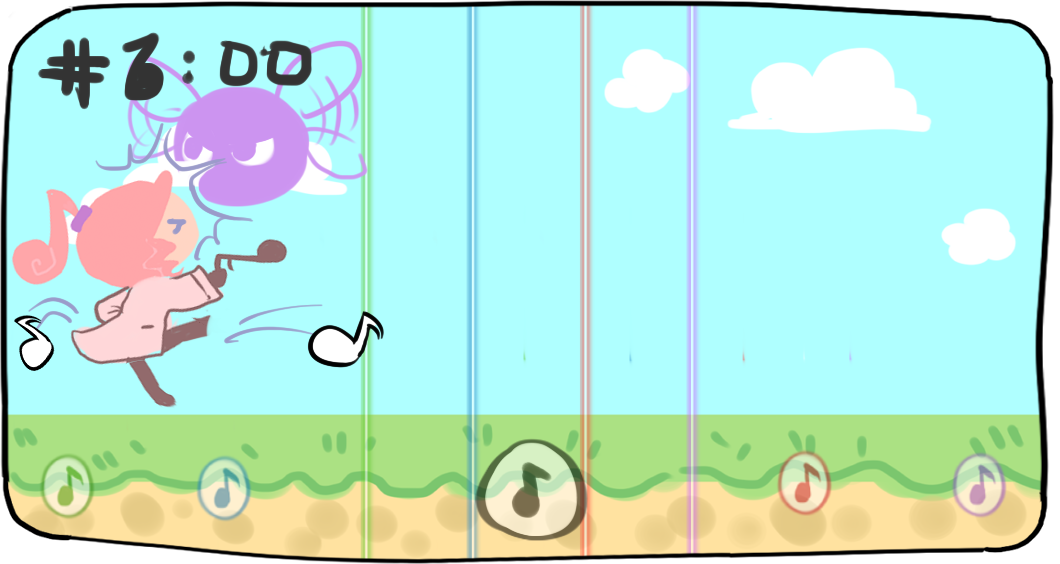


In addition to jump, there will be color coded buttons to the side that correspond to a color on the 4 lines in the center. Buttons are opaque only when pressed.

The color buttons correspond to color coded notes that will appear. To obtain these notes, the player must rhythmically tap the matching color to the note as it crosses the bar on the screen. These notes are added in to the # at top left.

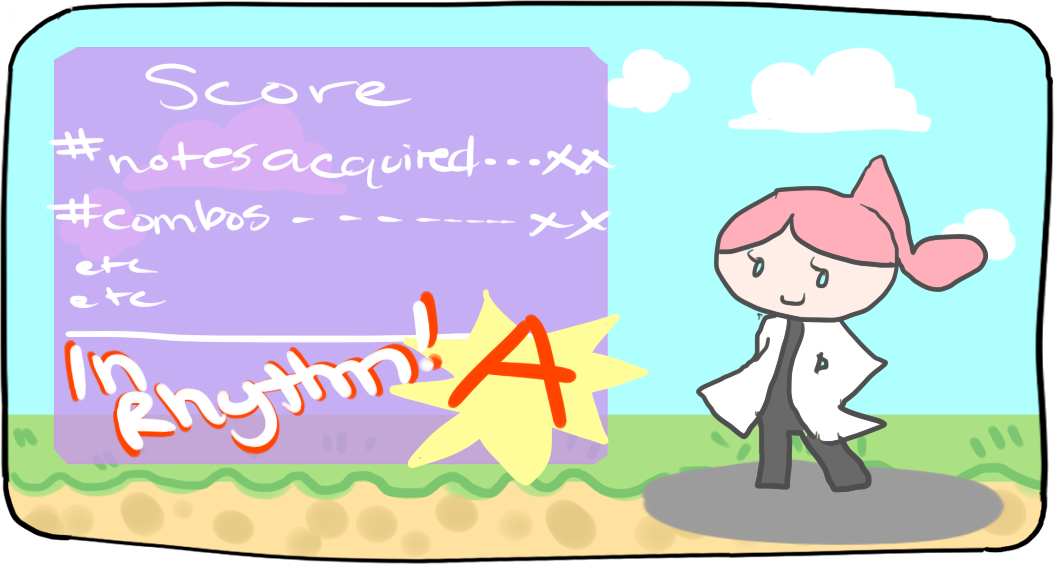


Intractable objects such as monsters and items will be color coded as well and need to be rhythmically pressed in time to initiate interaction with that object.



Failure to react on time may cause penalties such as a monster damaging the player. When damaged, the player will lose a % of the notes they’ve obtained. Player cannot die in level and will not die if damaged at 0 notes.

At end of level, the player’s performance is evaluated based on the # notes acquired. If grade is low, the player is given the option to retry. If yes, level restarts. If no, player can exit level and play this and previous levels any time they please.



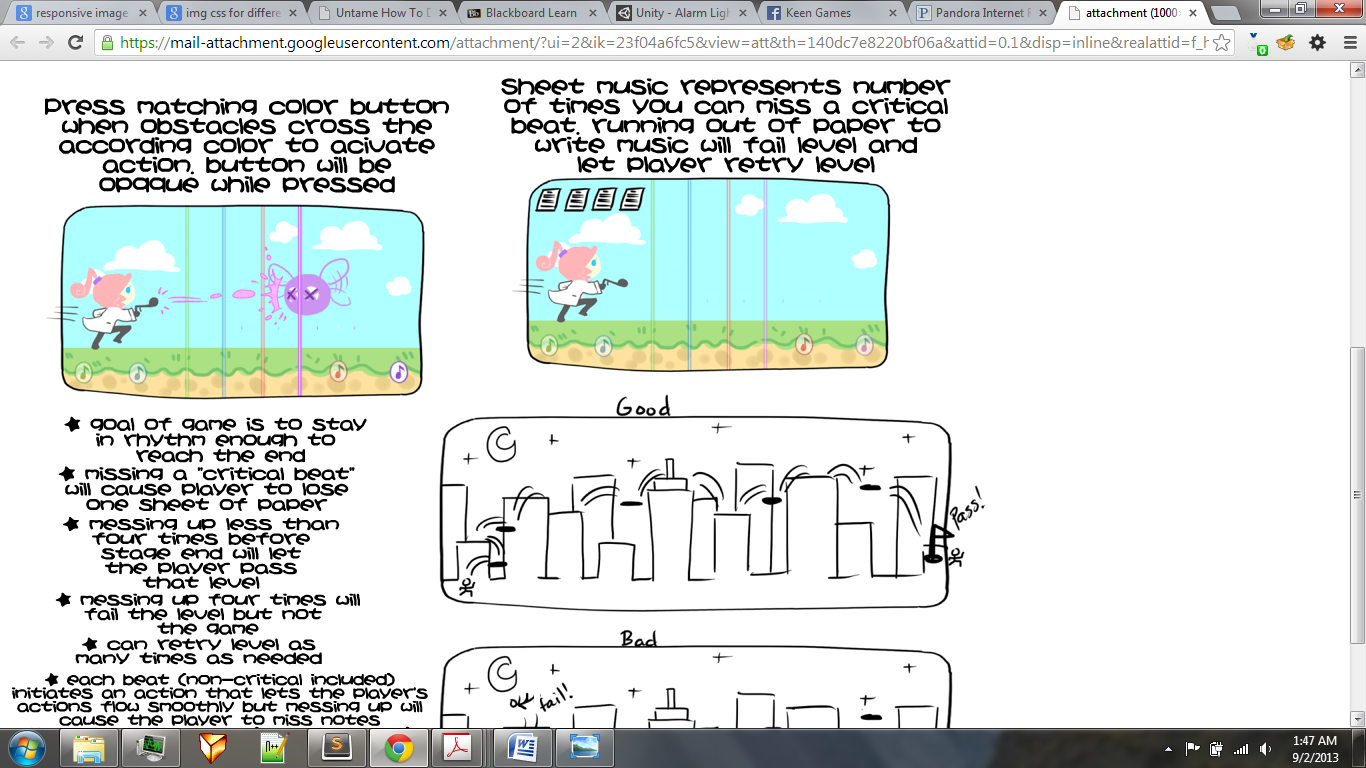
If they collected enough to pass, the player unlocks the next level and returns to level screen where they can choose to play the next level unlocked or any level they’ve completed.

Level Design

There will be minimum of 10 eras with 6 levels per era plus the tutorial level. Each era will represent a different music genre. The possible music genres/eras are listed below:

1. Stone age
2. Medieval and Renaissance
3. Oriental (traditional)
4. Classical/Romantic
5. Folksy music
6. Western
7. Jazz
8. Pop
9. Techno
10. Futuristic

* The home screen will feature a transparent record divide into x amount of parts. Each part will represent an era Dr. C# will travel to over the course of the game. As the player obtains more shards of the master melody of a given era, the home screen will update to give the player a sense of progression.
* Multiple paths will be accessed when the player hit the timed jumps or activates environmental objects. **Important** – the song for each level will remain the same with each path. However, the harder paths will reward players with the ability to collect more notes.
* To add incentive to the player to stay on beat, every time a player misses a beat they will lose 25% (subject change) of the notes they have acquired in the level. This system will always allow a player to finish the level but will need to hit 70% of the beats to continue on to the next level.

Art

Dr. Canon Sharp

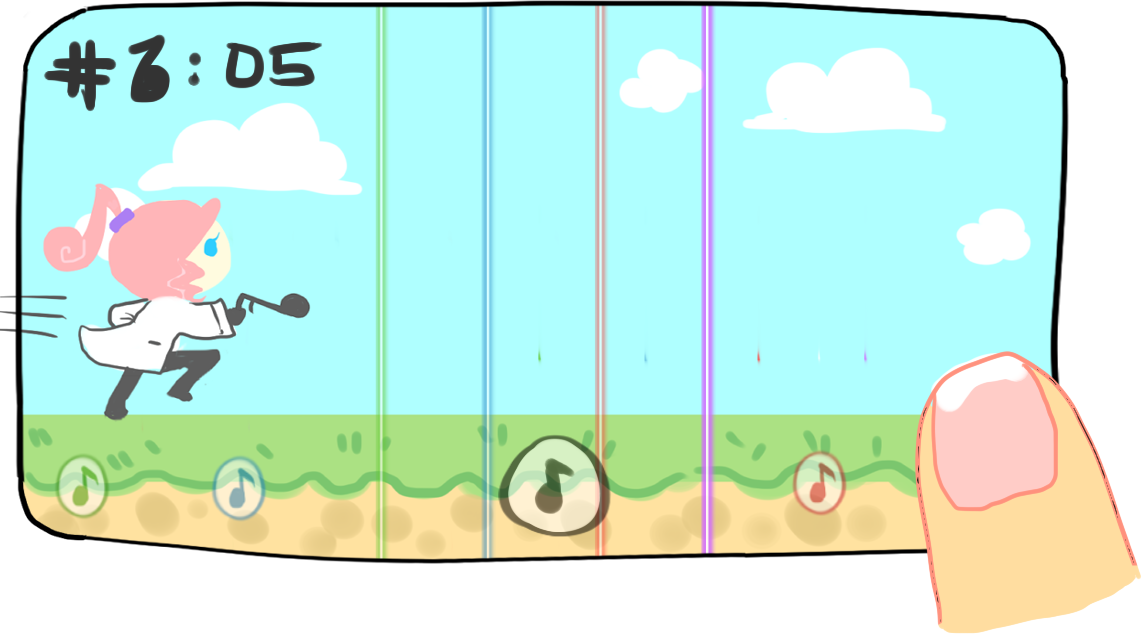
Sound and Music

Game sounds:

To be decided.

Music:

Will depend on the music era.

User Interface and Game Controls

The user will interact with 5 buttons and must press the right colored button to avoid obstacles. Additionally the player must press the jump button to jump over platforms.

