**Overall Gameplay Progression**

Game progresses linearly through each major area

Character levels up and gets more powerful (what does this mean?)

Enemies are more powerful in each successive area to match

**Player Stats**

There is a player Health bar. Are there health bars for the team members?

Is there XP? Do you need an exponentially increasing amount to level up?

How many player levels?

Are any other characteristics tracked?

Are there player stats that vary like strength or dexterity?

An armor class or measure of defense?

**Player and Team Member Skills**

How does the player gain skills, when leveling up and/or from books?

What are the skills, what do they do?

Do the team members have skills that are measurable at playing an instrument that can be seen on the interface?

**Monetary system**

What is the monetary system? What can you buy?

Does there need to be a merchant interface?

**Quests**

Do you get quests from talking to other characters? Can you get them from team members?

What features does the quest interface have? Summary and Description? sub tasks?

Do you have to go back to the question giver to finish the quest? What are you awarded?

**Dialogue**

What features are needed? Are there a limited number of options you can choose? Are options only available for additional info or are there choices based on the personality the player wants to roleplay? Does this affect game play?

Do team members join if the player makes a particular dialogue choice or is it a different interface?

**Inventory**

Are there quick slots that are available all the time?

Does there need to be a larger inventory interface that opens?

Is the inventory broken into sections by type? Can items be stacked?

**Team Members**

What does this interface need to do?

For example:

Show team members and their current instrument

Enable swapping of instruments

Remove team member from team?

Is there a limited number of slots? Does it increase over time?

**Enemy AI**

Do enemies engage when they get close enough or does the player always initiate a fight?

How smart are enemies about choosing instruments? Is there always a group of enemies so they can play multiple instruments? Do enemy musical attacks sound different?

**Combat**

Does the game have armor? How many pieces is it divided into? (body armor, leg armor, helmet etc.)

What factors go into a “hit”? How is damage calculated? Are there different formulas for player attack vs enemy attack?

Must select an instrument for each team member is a set amount of time (using the Team Members interface?)

Can the player target specific enemies or does the game make a choice?

Are there range attacks for either side that can damage multiple characters or enemies at once?

**Healing**

How does healing occur? Potions? Is there some automatic healing over time?

Can team members be injured and healed? Can team members die?

**Death**

What happens when the player dies? Do they get returned to a checkpoint and/or lose items or do they just reload a previously saved game?

**Map**

Is there a game map? Is it a static map that shows all the areas? Or does it show places as they are discovered? Is there a live inset map that shows the immediate area and a dot where the player is?

**Crafting**

Does the game have crafting by the player or if not any way to have an NPC enhance items like an instrument?

**Journal**

Is there a journal or place where additional lore/text is provided? Is any of it helpful for defeating enemies or it just additional info?

**Achievements**

Are there achievements based on meeting certain objectives?

Are there achievements based on collecting specific items?

**Leveling Up**

What happens during leveling up? Does health go up by a set amount or is there some randomization?

**Saving**

Can the player save at any point or are there checkpoints?

Are there infinite saves or a set amount of slots?

Is there a quick save?

Is there an auto save at certain points?

What information is shown per each save (location, datetime?)? Can they name the save?

**UI**

What information should be shown all the time vs. what is accessible via a pop menu?