Harmony Hero: Aria of the Apocalypse

Chomper Studios

High Concept

Harmony Hero is a single-player turn-based rhythm game. The game will follow a young bard who's on his quest to save his partner. Players will be able to battle infected monsters found in the overworld and fend for themselves by purifying them.

Features

- The gameplay focuses on a rhythm-based turn-based combat system. Players experience a dynamic flow between exploring the overworld and battling corrupted creatures in a medieval fantasy setting.
- Player: Players control the Bard, the sole protagonist, but strategic choices arise as they unlock new skills through progression.
- NPCs: like merchants offer utility, and bosses bring unique, rhythm-based challenges.
- Core Gameplay: Combat relies heavily on rhythmic input. Players unleash skills or defend by completing a sequence of arrow keys accurately. Failure results in penalties, such as losing hearts, while success ensures effective attacks and damage avoidance.
- Game World: The world is set in a medieval fantasy environment dominated by forests and mysterious castles. Each castle introduces unique boss battles, such as copying a sequence of rhythm arrows or tackling inverted controls. The overworld features random encounters with monsters, challenging the player to stay prepared at all times.
- Abilities and Skills: Players begin with basic skills like Serenade and can unlock advanced ones like Encore or Sonic Boom. Each skill comes with unique rhythm patterns to master.
- Challenge and Progression: Levels and encounters scale in difficulty as the Bard levels up, adding layers of complexity to both combat and exploration. Each boss introduces a gimmick to the rhythm system, pushing the player to adapt.
- Unique Elements and Comedy Touches: For instance, random encounters might involve quirky corrupted animals like frogs or birds, with their rhythm attacks themed to their species' characteristics.
- Health and Stamina: The Player's health is represented by hearts, a key resource during battles. Losing all hearts results in failure, but the player can use HP potions or level up to recover and strengthen.

Player Motivation

Players are driven to save the Bard's partner and uncover the mystery of the corrupted creatures. They must navigate the overworld, defeat enemies, and master the rhythm challenges to progress.

Genre

Turn-Based Rhythm RPG

Target Customer

Casual and hardcore gamers who enjoy rhythm-based games with a narrative twist. Fans of strategic turn-based combat will also find something fresh in its unique gameplay mechanics.

Competition

- A Frog's Tale

Unique Selling Points

- Innovative rhythm-based combat
- A medieval fantasy setting with a musical twist
- Challenging and adaptive boss fights
- Progression that integrates skill mastery

Target Hardware

- Personal Computers, with possible future releases on consoles.

Design Goals

- **Simple**: Easy to learn rhythmic combat, perfect for all players.
- **Challenging**: Complex rhythm patterns and scaling difficulty provide depth.
- **Immersive**: A visually rich medieval world complemented by dynamic gameplay.

Characters:

1. **The Bard:** A young, determined musician and the protagonist of the story. The Bard wields a magical harp capable of purifying corrupted creatures.
   a. **Attributes**: Balanced across all areas, with high adaptability. Excels in rhythm sequences for basic attacks but needs practice for advanced skills.
   b. **Relationships**: Deeply loyal to his missing partner, motivating his journey. Friendly with merchants and other NPCs but wary of strangers.
2. **The Nameless Partner:** The Bard's closest companion, captured by a mysterious force and now at the heart of the game's conflict.
   a. **Attributes**: (Revealed gradually during the story). As an infected character, the Partner's abilities become central to the final act.

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    b. **Relationships**: Their bond with the Bard drives the game's emotional narrative.

3. **Merchants**

   A group of wandering vendors scattered throughout the game world. Though not combatants, they provide vital resources like HP potions and occasional advice.

       a. **Attributes**: Friendly and reliable, with hints about upcoming challenges.

       b. **Relationships**: They share subtle connections to the Bard's backstory and offer narrative breadcrumbs about the corruption spreading through the land.

4. **Corrupted Minions**

   Formerly ordinary animals and humans, now twisted by infection. Each has rhythm-based attack patterns inspired by their original nature.

       a. *Examples*:

           i. **Corrupted Bunny**: Quick, erratic rhythm sequences that test reaction times.

           ii. **Corrupted Frog**: Slower, deliberate patterns with surprising variations.

5. **Mini-Bosses**

   Characters who were once protectors of the realm but succumbed to the infection. Each boss has unique rhythm challenges and fighting styles.

       a. *Examples*:

           i. **The Merchant (first meeting)**: Combines deceptive patterns with rhythmic traps.

           ii. **The Knight**: Uses heavy, deliberate rhythms that require precision timing.

           iii. **The Wizard**: Introduces unpredictable, randomized patterns to keep players on their toes.

6. **The Final Boss**

   An enigmatic figure tied to the Bard's partner and the source of the corruption.

       a. Unknown for now…

           i. **Attributes**: Master of rhythm-based attacks, combining elements from all previous encounters.

           ii. **Relationships**: The Bard's ultimate adversary, with a connection to his partner that unravels in the story's climax.