Title: Shadows of Music
Genre: Action
Control scheme: Standard video game controller (i.e. 360/PS3/Gamecube)

High Concept

Shadows of Music is in the same vein as current generation action games like *Devil May Cry*. The game does not have an explicit music theme like most current music games, but integrates music into the gameplay by means of the combo system.

Premise

As in most action games, players run around slaying monsters and solving puzzles to save their untouched home world from being taken over by an omniscient evil force. The game is set in ancient times, in a mythical world where magic and swords exist.

A large emphasis is placed on nailing combos and not just random repeated attacks. Therefore, with each attack that the player executes, instead of the usual sword-slash noise, a guitar riff will be played. The better the player plays, the more smoothly the music flows.

Goal

The objective of the game is to survive against all odds, defeat all enemies, and restore peace in the world, meanwhile creating music.

How It Works

Seamless levels
The game is rendered in 3D and entirely seamless. The camera focuses on the player in third-person perspective. The game is composed of a multitude of areas, however these are not separate levels, there is no transition when moving from one area to another.

Combo system
The usual moves are in place here – dashing, jump canceling, rebounding, etc. By default, each move is assigned a different tone/sound. However, players have the freedom to chain these together to create their own custom music. For example, to "play" fast riffs, players would tap the buttons, as compared to playing slow notes, where they would have to hold down the buttons. Players can also select the type of instrument sounds on the fly – these are based on the different weapons.

An example of a combo chain:
Slash, Slash, Uppercut, Jump would be
Riff A, Riff A, Death metal growl, Riff B

Boss fights are different though, in place of a standard boss health meter, the player has to keep hacking away at the shielded boss until the shield glows brighter and eventually breaks – the status of the shield shows how close to defeat he is – after which a sequence of notes appears on screen to be executed by the player to finish the fight.

Damage decay is also implemented, if an attack is repeated too many times, the amount of damage it does will decrease, and the sound will get softer and eventually fade out. Players can take advantage of such things to achieve the type of sound they want.

Taking hits
When the monsters attack, notes of the same instrument are played as well. When the player takes a hit, there is a "plink" of sorts, disrupting the flow of the music.

Ambient sound
There is little atmospheric music, the focus is on the music created by the player. However, there is a beat that the player can select (i.e. drum beats in 4/4 time, triangle in 2/3 time). More cowbell anyone?

Success and Failure Conditions
The player has a set number of hit points, which diminish with every hit taken. When s/he is left with none, it is game over.

Carrot Says:

Title: Shadows of Music

Written by: Riyunoa

Week 1

High Concept: Generally good; but it feels like the second sentence could be revised to talk a tiny bit about how it integrates music into the combo system.

Critique: The battle system sounds really intriguing, just like when you watch an expert *Devil May Cry* player, I can envision getting completely mesmerized by watching an expert *Shadows of Music* player even more so because of the aural effects in addition to the visual effects. The thing I would be worried about with this game is pretty much the same thing that turns me off to Devil May Cry, the ridiculous difficulty and the insane amount of patience it took to get stylish at the game.

The Treatment does not do a very good job of incorporating the music into the Gameplay though, in the current form, there doesn't seem to be any benefits to utilizing the attack system to *sound* good. As it stands, attacks and maneuvers that play guitar sounds seems

tacked on top because there isn't some sort of system in place to make it worthwhile. Even something as simple as a grading or scoring system would do the trick, although, I would be more interested in seeing something with more substance.

The user controlled background 'beat' sounds interesting, but in its current implementation, it feels like a wasted opportunity. If you're going to give the player the option of controlling the background beat; then give them more reason to. It could be really cool if each background beat somehow had a different affect on the environment or the enemies; that way there could be some strategy as to which background beats and attacks the player uses.

Presentation is really well done; the paragraphs are written well with no noticeable grammar or spelling errors and the content is succinct and to the point. The entire Treatment reads, and flows well, and the extra little touches like author name and game title in the header add a nice professional touch.

Fun: C+
Presentation: A
Originality: B-

Kaiser Says:

Title: Shadows Of Music

Written by: Riyunoa

Week # 1

High Concept: Seems pretty good to me. Integrating music into an action game definitely has me interested from the start.

Critique: The premise sounds good, but I have to admit I'm a bit skeptical of how well the music would flow. As you pointed out, it would flow better with more fluid motions, but it seems like the music would get a bit repetitive after awhile, especially once you get stuck in a level.

Additionally, it seems like the music isn't very heavily integrated, but moreso a product of being good at the action game. It's definitely a neat idea to have the flow of the game affect the music you hear, though.

The combo system sounds pretty standard, but I can definitely see some room to work with it. Would certain musical styles give benefits for attacks compared to others? I think it might be better to venture into ideas where you can manipulate the music to match the wanted effects. Maybe you could do that instead of traditional weapons.

Damage decay for repetition is a good thing in my mind. It definitely discourages the repeated use of "that one attack" that devastates your opponent every time. A good community of gamers would still be able to find some styles that can be abused, but it's going to be tougher than one or two attacks.

Overall, I think this idea is interesting, but the music doesn't feel as heavily integrated as it could be. Right now, the music seems like it's more of an addition for being good at action

games, rather than a heavy part of the gameplay. It seems like it could be fleshed out a bit more to really make you think about music, but I'm still not sure how heavily into the gameplay it would go. Still, the idea is presented well, and it seems to have the potential to be something fun.

Fun: B+
Presentation: A
Originality: B