

Rocker's Brawl

3/23/2008

Genre

3rd Person Action

High Concept

Rocker's Brawl is a fist fighting action game a la God of War that gives the player musical creation freedom through their choices of music genre, characters (different instruments) and fighting methods.

Premise

The core lies within the music that the player creates to the beat of the level by utilizing attacks and combos that deal damage that directly correspond to instrumental riffs. The moves and the music will be made to have direct correlation so that each attack that makes contact with the enemy will produce one note within a riff and the attacks themselves will be riffs. As they use different attacks and combos of attacks, different riffs will be used simultaneously to the games soundtrack.

Three characters are thrown into a distraught world made of music. Each one corresponds to a different instrument. The bigger, heavier hitter will deal attacks that correspond to the drums, the slender, karate guy slaps out quick attacks that result in lead guitar riffs, and the medium built boxer type will throw down the bass grooves. Each level has its own specific track for the genre of your choice, ranging from country to rock to metal to hip hop. At the end of each level, the track created from your brawling will be saved so you can listen to your creation afterwards.

The game itself will have an exaggerated and cartoony look to it to emphasize the different characters and allow for an environment that emphasizes the presence of the music (i.e. objects that bounce to the beat). The traditional 3rd person view of the action genre will be in place. A heavy focus will be put into the varying degrees of attacks and combos and the music that corresponds with it. The fighting style itself will vary from character to character, but it will have a highly stylistic combat to emphasize the music that results from it.

Goal

The goal of Rocker's Brawl is to save the musical world from the enemies of the old neighboring world who can't sleep and is trying to stop the music all whilst creating the music through your own actions.

How It Works

Battle

Has fast hand to hand combat with controls that allow for easy access to button mashers but reward those who attempt to fight with style and flare by providing the best sounding and varying musical riffs as a result of combos. With each landed punch, kick, etc. a specific note of that riff plays and as the entire attack plays out, the entire riff will be played. Stringing attacks together and into combos result in new riffs and solos. At no point are instruments actually used by the player.

World

Each world will have real world influences but will be highly stylized to allow the world to be the source of the music backing tracks. The whole thing will be played out on a fictional planet.

The levels themselves will be somewhat linear (start at point A get to point B) but will have a varying amount of branching paths, each with its own secrets and secondary objectives to encourage replayability.

Each level has a specific backing track, tempo and corresponding player based riffs for each genre of music so that you get a lot of different songs to listen to by the end of the game.

Modes

There will be the regular story driven campaign where the player picks their character and the instruments of the other two characters will be implemented as part of the regular backing track. There is also a 2 player campaign co-op mode with each player playing a different character. Finally there is an arena mode allowing 1 or 2 players to pick different backing tracks and go wild creating some new music against hordes of enemies.

Success & Failure Conditions

The campaign is successfully completed when the player thwarts the plans of the old neighboring planet. The player will be able to gain extra lives to automatically continue from right where they died, but if they run out of lives, they'll be forced to restart from the beginning of the current level.

Carrot Says:

Title: Rocker's Brawl

Written by: Smoses

Week 1

High Concept: The High Concept really doesn't capture the core essence of the game, using over-the-top fisticuffs to create and remix music, but instead sounds like a bit reserved for the premise. The High Concept is supposed to give readers a good idea of what they can expect from the game and should include anything that makes the game unique. I recommend revisiting the High Concept.

Critique: The fun and whimsical style of the game is probably the most interesting part to me, I can see having a lot of fun with over-the-top action and crazy beats. I also like

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how a lot of the backing track options are taken away from the player, letting them focus on making a single instrument track sound good while beating up on the enemies.

That said; I feel that it would have been for the best if the Treatment discussed more about the “distracted world made of music”. It feels like there are a lot of missed opportunities to do wild and interesting things with the dynamic environments.

Unfortunately; the music feels fairly tacked on to the gameplay. It isn't discussed anywhere in the Treatment what kind of effects to the gameplay the music that players create with their attacks actually has. Currently the instrument notes being played from attacks is just a sound that functions just like the attack sound effects from any other game. Something as simple as a system that gauges how well the music created sounds that is tied into a combo meter of sorts which, once filled, allows the player to unleash some sort of super-special move.

The presentation needs some help; there are a lot of grammar mistakes and overall poor word choice that make it a touch hard to read. The overall flow is alright; but it could certainly be better. The header and footer additions are nicely done though.

Fun: B

Presentation: B-

Originality: C+

Kaiser Says:

Title: Rocker's Brawl

Written by: Smoses

Week # 1

High Concept: An action game with a music twist. Cool.

Critique: This idea is alright, but I can't help but feel that it's just an action game with a music paint job. However, the way the theme of the game involves music is great, and it sounds like it would be a very over-the-top presentation of the game, and I think the cartoony (cel-shaded, perhaps?) graphics would be very beneficial to that.

The problem, though, is that it doesn't really integrate music into the gameplay, other than giving concepts that describe the nature of each instrument. You do outline the concept of being able to save the songs you make at the end of each level, but I can't help but feel that that may not be as nice as you think.

The nature of most action games is to find those attacks that help you win as fast as possible, and just use them all the time. If this attack corresponds to one musical tone (or

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phrase), what you'll end up with at the end of each stage is a very repetitive song. The idea of playing with multiple players to make layered songs is interesting as well, but it still seems like the music at the end of each stage might sound weird and repetitive.

Maybe this was your intention, and I might be misinterpreting it, but it might be a good idea to have each specific fight within a level have its own section of the song that will be affected by how well you do, and how unique you approach the battle (something similar to Devil May Cry's style points, possibly). That way, at the end of each stage, the game can take the sounds from each fight and make the riffs, throw in pre-made music in between each fight, and then continue to insert each fight as the level progresses. This would help to balance out each song so the riffs don't get repetitive unless the player refuses to mix up his attacks.

Overall, this game has some good things going for it, but it just needs to be fleshed out a little bit more. The theme and setting of the game works well, but the mechanics themselves are where the work needs to be done. It's a good start, but you may want to rethink a few things, lest the game end up extremely repetitive.

Fun: B+

Presentation: B+

Originality: B-