

Battle of the Bands

Don't do drugs, kids

Genre

RTS (Real-Time Strategy)

High Concept

BotB is a familiar style RTS game which draws players into the heated world of professional music by pitting them against the nastiest labels in the industry that they must destroy to bring their own label to the top of the market.

Premise

The player controls a record label that must work its way up from desperate street-playing musicians to platinum selling bands. You control an army of musicians that you must use to destroy the competition by expanding into whatever genre you choose. Genres include rock, pop, hip-hop, classical, virtual music, and many more.

After choosing your genre, you start off with limited resources. You are then able to construct low-quality managers and basic attack units such as rap freestylers, American Idol auditioners, and front porch harmonica players. As your influence and fan support goes up, you are able to upgrade the types of units you can build. These will be units such as shredders, sax players and expert Rock Band vocalists. If your company grows powerful enough, you will unlock special units with very high stats such as Eddie Van Halen, Mozart, and of course the legendary ImaCarrot. There are also stationary defenses available, such as drummers, pianists and Fat Joe (because I highly doubt he can walk).

Goal

The player has one goal. Make it to the top. How do they do this? Eliminate the competition using every musician at your disposal.

How It Works

Resources

You will need to look after 2 things; money and influence. Money is simple. You gain it by destroying enemy units, and you use it to create units, buy upgrades and construct buildings. Influence is shown by a meter at the bottom of the interface. It has several marks on it, each showing where the meter needs to be in order to unlock the next level of construction possibilities. Your influence is calculated with the following factors: total money gained, total enemy units destroyed and total allied units created.

Construction

You can construct any units you are capable of at the time providing you have a sufficient amount of money. Once you queue up a unit, it will take a determined period of time

until it is useable. If you queue up a structure, you will have to choose where to place the structure after the timer is done.

Battle

Battle is based on a simple damage and hit points system. You hit someone, you do damage, their hit points go down. Your hit points reach zero, you die (And death in this game means exploding heads). What makes this battle system different is the fact that units do more damage the closer they are. Attacks are shown by waves, coming from the unit's instrument.

Success & Failure Conditions

On any level, the player wins if all enemy labels are destroyed. In campaign mode, they will have to work their way through many levels before they have enough support to take on the evil Repeato Records, stop their manufacturing of pop stars and take over top spot in the industry.

Carrot Says:

Title: Battle of the Bands

Written by: WaffleCake

Week 1

High Concept:

Critique: The idea starts out being really interesting; but the substance isn't there and it turns out to be little more than a *Warcraft 3* mod. I really like the premise of this game, and I really like the idea of sending a legion of harmonica players to death and glory from a battle with emo-rockers, but there isn't anything new outside of the coat of paint on top of a standard RTS game.

Where is the direct integration of music into gameplay? Besides being centered on the music industry; the only mention, ever so miniscule, of music being integrated with gameplay comes at the end.

"Attacks are shown by waves, coming from the unit's instrument."

How units attack, and the effects/animations that they play, is superficial to the gameplay. How exactly is the music a part of the game? How does it actually *affect* the user's experience? Is the audio something that the player can't mute because it is too important to the gameplay? These are the questions that need to be asked of *Battle of the Bands*.

It's a shame that the gameplay is so stale; the idea is genuinely awesome and there is a ton of room for satirical humor. I want to play this game; but I want to play a version that does something new in the Real-time Strategy world.

Presentation could be better; there are numerous grammar and spelling mistakes, in addition to a handful of poor word choices, which made the read a bit difficult. The flow of the Treatment was pretty good; nothing that pulled me out or confused me.

Again, this could be a really fun and interesting game, I would love to see the issues addressed and the idea explored further.

Fun: B
Presentation: C-
Originality: C

Kaiser Says:

Title: Battle of the Bands

Written by: WaffleCake

Week # 1

High Concept: It gets the point across, but I'm not sure that a "familiar RTS" hits me as anything I haven't already seen.

Critique: Honestly, I'm not really too sure what to say about this game. It's basically just Starcraft with a different theme. Nothing is really outlined to get it out of the realm of being "just another RTS", really. The music isn't integrated into the game, but rather it's painted on theme of the game.

I really want to say more about the game, but it seems like you may need to rethink how to go about these challenges. What you gave to us wasn't necessarily written poorly, but it basically just described a pretty standard RTS. The only thing I can think to say is to put a little more thought into the twist each week.

Fun: C+
Presentation: B
Originality: C