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# INTER-SPECTACULAR

Single Player Music RPG – Animal Crossing / Parapa the Rapper / Toejam & Earl

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## TARGET AUDIENCE

Teens & Adults (ages 13-35)

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## STORY

The year is 3030 and all across the Galaxy we gather for the battle of all battles, the biggest battle of the century. It's one of those epic battles where its machine versus man, man versus computer, computer versus your mother. Humans, Cyborgs, Robots, A.I. and Sentient Beings all compete to crown their own planets as the funkier most grooviest planet amongst the stars.

One plays as Micco, a human / cat hybrid with an insatiable appetite for EDM and Hip-hop. He is a bedroom producer and loves to rap from his cube shelter on old Earth. He dreams of leaving Old Earth in order to compete in INTER-SPEC the Tri-Centennial rap battle extravaganza held every 100 years on New Earth.

Micco has decided to scout the city for likeminded musicians and sign up for INTER-SPEC in order to get off of Old Earth. This is where we join him in the story and game. We play as Micco on his scouting mission for two other band mates in the first level on Old Earth.

Together your objective is to play enough shows and take on side quests to put together enough Bitinum and ship parts to upgrade their touring spaceship which is needed to fly from Old Earth to the Moon where the music industry is located. The Moon is like present day Hollywood where everyone "is cool" and where all artist from Old Earth go to make it big. Performing shows and doing side quests is how one is granted Bitinum and ship parts to put together your first tour space ship and to continue to upgrade it further in order to travel from the Moon to New Earth and finally compete in INTER-SPEC

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## CHARACTERS



### **MICCO - Human Cat Hybrid**

Vocals & Synthesizer - EDM / HIP-HOP

### **ROCCO - Alien**

Bass & Guitar - METAL / INDUSTRIAL

### **B-BOT - AI Robot**

Drums & DJ - DANCE / FUNK



## ENVIRONMENTS



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## MUSIC CHALLENGE / QUESTS

The game is an RPG with musically themed quests that unlock and enable you to CONDUCT a musical performance / interactive music video at the end of each level in order to progress. As one traverses the city we will be presented with opportunities to meet and acquire: music samples, band mates, instruments and character customizations. The most important of these encounters will be the musical battles between you and other musicians. There are 3 kinds of musical quest challenges one can play to collect RIFFS.

### SIMON SAYS

In this kind of turn based music challenge, you will have to copy / replay whatever your opponent does on his instrument by repeating a sequence of buttons on your controller which correspond to notes played very much like a simple game of Simon. If you successfully learn the sequence of notes, then you will be rewarded with a RIFF to add to your character's inventory.



The complexity of this game can be as simple as 3 note melodies but later expands to 6 notes then to 12 notes and finally for the most advance players, 16 notes melodies. Obviously one starts with 3 notes and gradually unlocks more complex melodies in later levels.

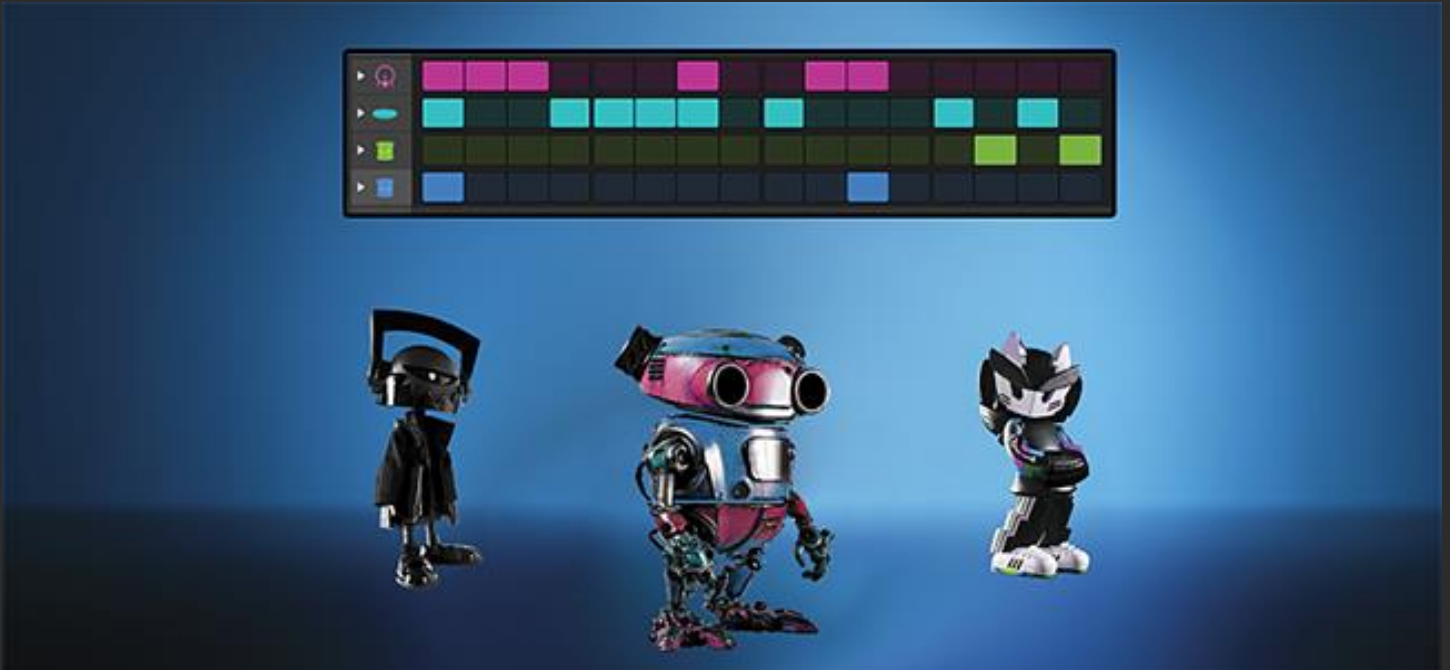
## MELO RIDER

This kind of music challenge requires one to ride along a predefined melody. Usually a vocal, synth or bass line or any sort of legato (sustained notes) melody line to ride along with on a musical scale. Very similar to Rock Band's vocal matching mechanic where the more accurate one is when riding the melody line the better the score one gets. If one cannot ride the melody line accurately enough then the melody will loop back over again two more time before failing. If one still fails, you will be kicked out of the challenge and will have to re-engage with the quest giver all over again. If you successfully ride the melody line, then you will be rewarded with a RIFF to add to your character's inventory.



## BEAT SYNC

This kind of music challenge is specific to your drummer character, B-BOT where one must play a beat in sync with a predefined rhythm in real time. Very much like Beat Saber, Parapa the Rapper or Taiko No Tatsujin Drum 'n' Fun games where the more accurate one is with syncing to the beat the higher the score one gets. If one cannot successfully sync to the beat you will be give two more tries to start over and try again. If one still fails, you will be kicked out of the challenge and will have to re-engage with the quest giver all over again. If you successfully sync up your playing with the beat, then you will be rewarded with a RIFF to add to your character's inventory.



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## GAME LOOP MECHANICS

### RIFFS

Each RIFF is color coded to represent which family of RIFFs it belongs to. RIFFs of the same color family sound great when played together simultaneously.

### RIFF COMBOS

You can combine RIFFs of the same color family with other band members to create harmonies called COMBO RIFFS.

### FULLGROOVE

Once the third member of the band collects the third matching RIFF then the band can do a triple combo called a FULLGROOVE. One must learn / collect 3 FULLGROOVES to reach the final state of musical evolution. Colabo-Phoria.

### COLABO-PHORIA

Once all 3 FULLGROOVES are earned the band reaches a euphoric state called COLABO-PHORIA. The band must achieve this final evolutionary form before proceeding to the final portion of each level. In this euphoric elevated state of mind one must (in real time) conduct a song / music video performance using all of your COMBO RIFFS as well as other music mechanics you have learned along the way to COLABO-PHORIA.

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## NON-MUSICAL QUESTS

Further exploration of the world and its inhabitants will also present us with non-musical more traditional RPG quests that will reward you with Bitinum and or spaceship parts which are needed to upgrade your band's touring spaceship. Your touring ship is what is built and upgraded in order to travel / advance to the next stage / biome. One can also use Bitinum to upgrade your character's clothing, instruments and dance moves.



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## REAL TIME MUSIC VIDEO MECHANICS

At the end of each world / biome the band will get the opportunity to perform their biggest show yet which will earn them a sizable Bitinum payday that can be used to purchase the necessary upgrades for their tour spaceship which are needed to travel to the next world.

When composing your music video performance in real time it is all about finding the right groove to unlock the next section of the song / video.

Every performance will automatically start with one member / instrument starting it off which sets the tempo and color family from which your other characters should choose their RIFFS to combine with. Each character may have multiple RIFFS of the same color family. One must discover which combination of a given color of RIFFS is the ideal combination for the "A GROOVE".

There will be a COLABO-PHORIA meter on your HUD so that when the correct RIFF is selected one of the 3 triangles in the meter will change to that color. Once all three shapes are the same color one has achieved COLABO-PHORIA. This specific groove unlocking mechanic is demonstrated nicely in the online / mobile game Incredibox:

<https://www.incredibox.com/demo/v4>



Achieving COLABO-PHORIA unlocks the next part of the song being a LIVE PLAY challenge.

LIVE PLAY challenges are the same as MELO RIDER & BEAT SYNC challenges but one must nail the patterns or melodies in real time as the song is going. You get three chances to loop back around again and nail it if not initially successful in order to unlock the CHORUS of the song.

During the CHORUS one does not control the video. You are rewarded with a really cool / fun cinematic that when done returns us back to the pre-chorus cool down as in the beginning of the song but now we must unlock the "B GROOVE" with the correct combination of RIFFS from a new color family.

After unlocking the "B GROOVE" it goes into a new CHORUS CINEMATIC and then finally one last LIVE CHALLENGE during the OUTTRO of the song as it is ending.

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## SCALABILITY

### Multiplayer co-op

This game has the potential scale up to a much bigger multiplayer co-op game. Currently it is a single player game but I would like to open up other band members so that you could play with your friends.

### MIDI Peripherals

This game is perfect for the use of really cool MIDI trigger peripherals that the player would use to control the musical performance at the end of each level. We could dropship custom controllers with our branding from China.

### Orbital Integration

The RPG element of this game can lend itself very well to an Orbital integration. Since its primarily about collecting items (instruments) and characters (band mates) this can be made sponsorable for viewers who want to see a real great end of level performance with plenty of instrument samples and band members for the most talented players.

### Celebrity Musician Cameos

The ULTIMATE goal would be to work in collaboration with established popstar and release an exclusive song through the game.