*Krescendo*

 Krescendo is an action adventure game that takes place in the city Arias. Music plays a heavy part in the city Arias however the newly established government has gain complete control of city’s music. Being the only source of music the government has made it clear that they will be in charge of any music being played in the City, and that those refuse will be placed in Mute; Arias’ sound proof prison. The Troubadours is a group of rebels that strive to regain the freedom of music choice and individuality.

 The government has tried many times to halt all of Troubadours’ activities and have gone as far as creating *Krescendo;*  a sophisticated Anima weapon used to disrupt all foreign musical interference. On one of their propaganda missions a group of troubadours comes across ancient Anima equipment. Upon its first grasp a deafening shrill escapes and reverberation sync is formed. With their location discovered Vespers begin to surround the rebels.

 The ancient Anima equipment reacts specifically to the user’s music. The ancient Anima transforms into a weapon that suits the current music. The player must create their own playlist of 15 songs minimum from the hard drive (Music Deck for prototype). Krescendo is only powerful enough to disrupt foreign music outputs for one hour (1 full turn) after that it takes a couple minutes to recharge (1-3 min real time).

 Each weapon will have its own specific skill set, and status buff/debuff bonus if any. Each weapon will also differ in its range and reach giving a different feel as a new weapon is being used. Sometimes there will be times where a similar type of song will be playing, in this case an upgrade from the original will be given. Weapon profiles are located in the weapon deck, attach them to the player profile while music is playing.

 There will be 3 types of weapon range, Red range hex means weapon can only attack one of the hex. Blue range means the weapon attacks everything in the hex path. Yellow range hex means weapon will only damage the first enemy it touches

 Players will be able to choose from 3 characters. Each having a stat system of Health, strength, defense and stamina. Health being the amount of damage the character can withstand. Strength determines the amount of damage dealt after enemy’s defense. Defense subtracts from the enemy’s attack strength. Stamina will be the amount of movement allowed each turn. Enemies will have similar stats.

 The Arias government have experimented by infusing Anima particles within the Vesper’s bloodstream. The current song being played will also affect the behavior of the enemy, by restricting/adding additional actions, and or stat buffs/debuffs to the Vesper.

Prototype: Krescendo Battle System

This prototype will focus the main of the battle system.

Wining condition: Defeat 3 waves of enemies

Lose condition: Player health depleted

Amount of players: 2 (Main player/ Enemy player)

Materials:

 Player Profile cards

 Weapon deck

 Music deck

 Enemy deck

 Enemy formation deck

 Enemy/player pieces

 Music Hex Blocks

 Timer

How to Play:

Setup

1) Main Player chooses character and searches Music deck and creates a playlist of 15+ songs.

2) Place playlist and Weapon deck and character profile in designated areas

3) Place player piece anywhere on the first 3 rows of board

4) Enemy Player chooses enemy formation card and places enemies (see enemy waves for enemy sets)

5) Place enemy formation card and enemy cards in designated areas

6) Game starts with player choosing a song from the Music deck at random. Place song in the designated center.

7) Search Weapon deck for corresponding weapon stated on song info. Attach weapon to player profile.

8) Start Timer

Movement:

 Player performs first.

 Player is allowed to move a maximum number of spaces equal to its stamina.

Player does not need to use up all stamina.

Enemy performs after player turn has been ended.

Enemy is allowed to move a maximum number of spaces equal to its stamina.

Attacking:

 Player must look at attached weapon for attacking range.

All enemies have a range of 1 hex attack.

Bosses have special attack rules

Red range hex means weapon can only attack one of the hexes.

Blue range hex means the weapon attacks everything in the hex path.

Yellow range hex means weapon will only damage the first enemy it touches

Player can only attack once per turn.

Each enemy can attack only once per turn.

Final damage = strength – defense

End Turn:

Player/enemy can end their turn at any time.

If player or every enemy unit expends all stamina and attacks, the current turn automatically ends.

Player/enemy units can still move after attacking.

Dodging:

 If player ends turn with remaining stamina, player can expend 1 stamina unit to dodge to a nearby space avoiding damage. Player can keep dodging as long as there is stamina.

 Player restores full stamina when starting a new turn.

 Enemy cannot dodge attacks.

 Boss attacks have special requirements for dodging

Music Change:

 Place a song chosen at random onto the center of the board.

 The allotted time is displayed on the song info (1-3 real time minutes).

The timer starts when music, weapon and arena have been set.

 When timer is expired remove the song and place it under the Music Deck.

 Remove weapon and return to Weapon deck

Main Player cannot attack without song/weapon.

While there is no music Enemy units can perform normally.

 Choose another song at random and place in the center AFTER 1 full turn cycle has passed (from the turn Timer had expired)

 Search Weapon deck for corresponding weapon on Song info.

 Equip weapon onto player card.

Stage Blocks

 While a song is playing the arena also reacts to the music.

 Choose a block formation at random and place it the Formation slot.

 Place stage blocks (Black hex pieces) onto the arena that match the chosen formation.

 If a player/enemy unit is on a hex while a stage block is formed, move that player/enemy to the closest open space.

 Stage blocks cannot be damaged, they count as a neutral entity on the board.

Enemy Set:

 Wave1: Norm Vesper (5)

 Wave2: Norm Vesper (2), Fury Vesper (3)

 Wave3: Boss Vesper (1) Or Fury Vesper (5)