

IMGD 1000 Critical Studies of Interactive Media and Games

Game Concept Document

“The Muse” By Thi Quynh Ha Nguyen (Luna Nguyen)

High Concept Statement: “The Muse” is a game that would make you feel peaceful and concern in the same time. Museth are the only fairy of music left after the queen of muse went into a million year sleep and carries on her shoulder the mission of saving the Earth’s lose music spirit.

Premise: Earth, present day. The scenario is that humans on the Earth begin to forget the role of music in their life, music soon be faded in a person daily life, creature become soundless. Museth wakes up, lays on the grass. Museth starts having flashback about the mission she was assigned before the queens loses her ultimate power due to the loss of music spirit in human nowadays . The Queen drained her last power and gave it to Museth so that she can be awaked and save the spirit. After that, all the music fairies fell to sleep except Museth who was brought to other place from the Queen power. The art is somewhat the same with the video game “Flower”.

The Player’s Role: You will play as Museth and by using her abilities (which will be regain during the levels), you can archive all the elements of music (the 7 music notes and the G-clef) and restore the music to human on Earth

Gameplay and progression: The gameplay will be through a 3D third view engine. This gameplay is a single-player game. Menu and other information-based popup windows will display as needed. The camera will be focus on the main player as the player move around. In the Up Left corner, there will be the menu and a symbol of a book. That is the book of music, by clicking it you can see your process. By moving, sound will be played, if the player stops, the music will also stop.

The game starts with Museth standing on the ground surrounded by grass. You will receive tutorial in the first level and every time you unlock new power. Museth is moved around by the narrow keys. The Space bar indicates the ability to jump to certain height of Museth. Museth missions are to go around and find the creators of music. The creators are in different worlds and to travel to another world, you have to already achieve note from that world. All the objects in game are interactive but not all of them

will help you to achieve the goal. Throughout the game, there will be many items that can help Museth archive her mission like the vtech of wind that helps her reach the first creators of music. For the first round it will be a cricket named Paul, or the raindrop named Ellie,...

After collect first 3 items, she can gain the ability to fly, which leads to the increase in hardness of the game. After that ,the player cannot gain the notes instantly by talking to the creators, instead, she will have to collect additional items like 100 pedals or play additional games to gain the notes.

After collect all 7 notes, you will be stuck in the last world. By then if you click on the book of music, you can see a new item is not collected which is the G-clef.After that click your avatar, you can achieve it and open the portal to others world. By leading the music notes through those portal, you save the music kingdom and music returns to be apart of the world, the game ends.

Target Audience: 12 and up, both male and female. Very family friendly

Player Mode: Single player

Genre: Adventure, Puzzle, Art Games

Player Input: The player as “Museth” will be movements via keyboard and mouse input. Narrow keys are for moving on the ground. Spacebar is jump for 3 first rounds and for fly in the rest of the game.

Demo for Museth



