

# Bard's Ballad

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<b>Target audience:</b>	Guitarist and RPG player, willingness to learn new things
<b>Gamer Type:</b>	explorer, story-enjoyer, guitarist
<b>Target Platform:</b>	PC, Console
<b>Genre:</b>	RPG, skill based
<b>Number of Players:</b>	1-2

## High Concept:

In a medieval fantasy world where is preserved peace for over 100 years suddenly the evil powers are on the rise. The kingdom wasn't prepared for this type of enemy. You are a Bard, not just any, you are quite alcoholic wondering from one city to another, but more importantly you have a special powers. By playing your lute (guitar), you affect objects and people around you. When you found out that the evil monsters took your loved one, you decide to destroy these evil powers to save her/him and the world. On your journey you will use your powers to destroy enemies, solve puzzles or interact with NPCs. Your powers can be upgraded by skill points.

<b>Core Mechanics:</b>	Story
	Combat
	Improvement
	Explore
	Looting
	Learning

## Feature set:

- **Story** - rich, linear with choices. Main quests, side quests.
- **Combat** – you need to use your guitar to fight, by playing songs or riffs you will damage enemy. The enemies will also attack you, so you need to block their attacks with chords
- **Improvement** – by completing quests or killing enemies you will gain skill points that can be used to unlock new skills, combos, techniques.
- **Explore** – You will play in a huge open world with lots of villages, cities or hidden areas. You will be able to fast travel or use horse.
- **Looting** – As same as your skills, you will be able to upgrade your gear, weapon (lute) with modifications like fire strings, and other equipment
- **Learning** – Because you need to physically play guitar to win, you will learn many new techniques and skills yourself.

## Player Experience Goals:

- Improvement -> gain skills and better equipment
- Learning -> By playing your guitar with different techniques, you will master this instrument