

Story so far:

In Wizard of OZ fashion, you find yourself in Musicland (subject to change), in order to get back home, you'll have to collect pieces of the MacGuffins (subject to change). Once united, they will have the power to bring you home. Maybe grandparent/ sibling/ parent told you stories of Musicland and of how it is a peaceful place but then it was taken over by the villain using the MacGuffin.

Maybe you learn a song along the way and it incorporates all of the things you've learned and then in the final boss battle you play the song to defeat the big bad? So the MacGuffins are pieces of sheet music. Or elements like you learn about clefts and it adds these things to the sheet music after every boss.

^^

Maybe certain areas have to do with certain genres of music??

Or what if your sibling is taken by the villain and you have help the villain to get them back??

Maybe we could incorporate synesthesia (mixed senses so music has color)?

Potential game play elements:

- Cards
- Puzzle like quizzes
- Platforming (could jump into the choices or the staff or something?)
- Slingshot (shoot your answer)
- Point n click
-

Characters: (in terms of the Wizard of OZ)

- Main Character (Dorothy)
- Mom
- Dad
- Sibling (?) / grandparent (?)
- Expose character that tells you to collect macGuffins (Galinda)
- Villain (wicked witch)
- Intro prof (scarecrow)
- Intermediate prof (tin man)
- Advanced prof (lion)
- Small enemies (lions tigers bears flying monkeys etc)
- Boss 1
- Boss 2
- Boss 3

Potential creatures to put in the game:

- Sirens (known for their singing)
- Bees (they buzz)
- Birds (song birds)
- Bats (sonar is how they get around)
- Wolves (howl)
- Clock people (they tick and tock = percussion) but also Metronome
- Instrument people
- **Alkonost** and **Sirin**
(<https://www.quora.com/What-is-the-name-of-a-mythical-creature-that-sings>)
- **Gamayun**
- **Samodivas**
- **Fossegrims**
- **Cughtagh-In** Scottish Gaelic folklore, as well as Irish folklore and on the Isle of Man, the **ciudach** is a cave-dwelling spirit or monster. Originally he may have been **giant**. Ciudach appears in stories from Inverness and Roscommon in which he had an affair with Gráinne mac Airt, daughter of Cormac mac Airt, while she was on the run with Diarmait Ua Duibne.
- **Patupaiarehe**

Based on the creatures I have gathered, the landscape I need are:

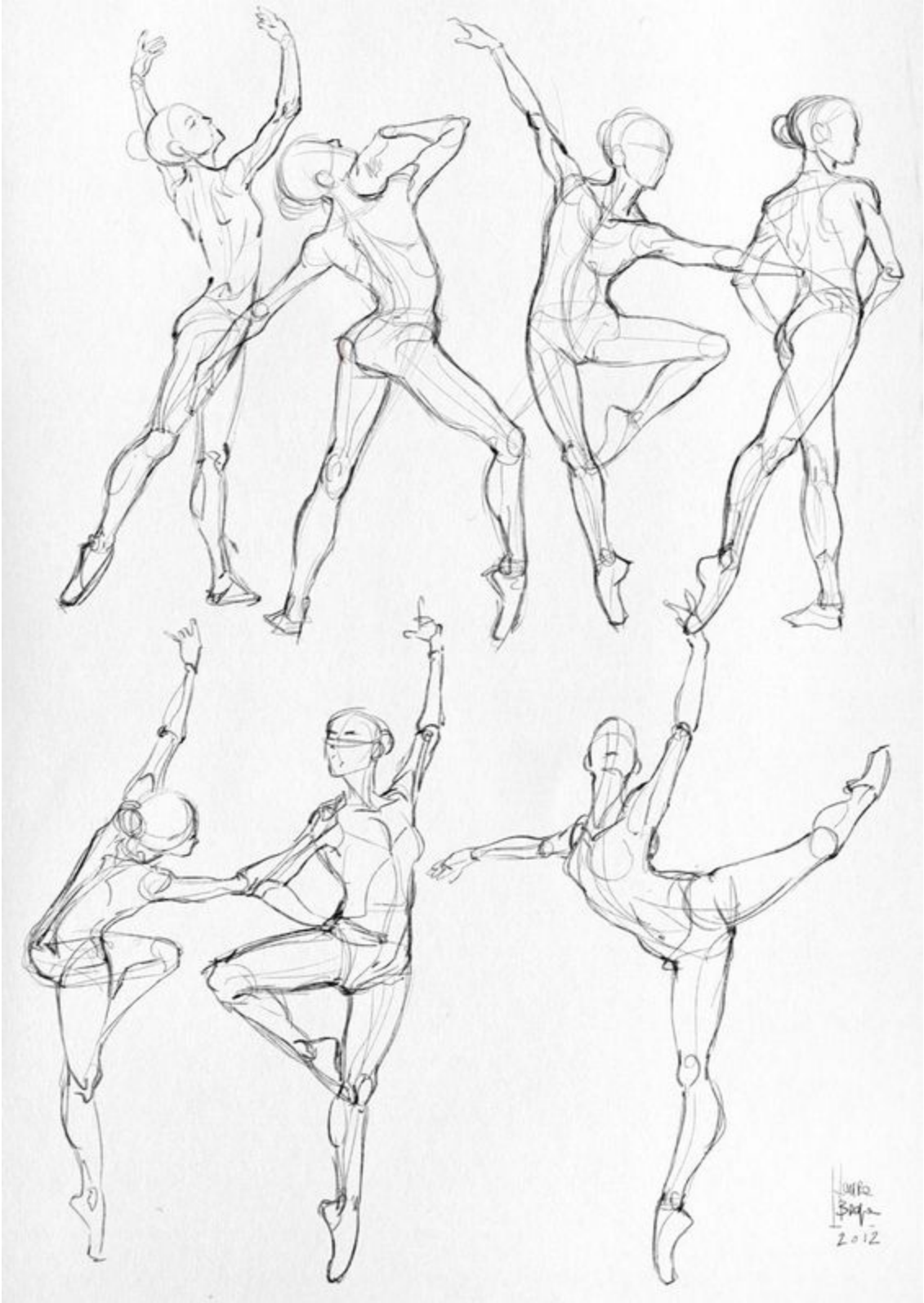
- **City** (start of the story where MC is from (not a lot of color because it's drab))
(DONE)
- Ocean/underwater city? (sirens)
- **Cave** (for the cave dwellers like bats or Cughtagh-In)
- Waterfall area for the fossegrim boss (could also have
- **Forest** for wolves/samodivas
- **Start** area with maybe the metronome people/patupaiarehe/instrument people
- **Sky** castle for birds and Gamayn/Alkonost/Sirin (birds or bird adjacent)

The bird people rule the world and everyone else is like a sub-kingdom. The bird people rule with an iron fist, a lot of history has been destroyed/rewritten. The MacGuffin is a song from the days before the tyrannical rule of the bird king. If sung, the people will remember what it was like and rise up. This song has unspeakable power hence why it was lost (split up in the sub-kingdoms hidden in the minds of the rulers of each kingdom (the bosses)).

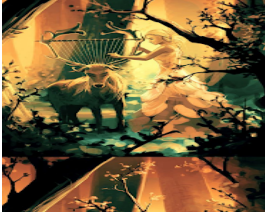
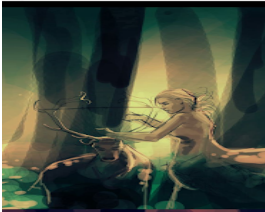
Cornacchia
1841.CORNACCHIA.RU















© j-b0x.deviantart.com / j-b0x.tumblr.com

























Mateusz Ozminski

© ngmoco:)

© DeNA Co., Ltd.



