OVERVIEW

BoomBox is a massive multiplayer online game with strong musical ties and teamwork based gameplay. The world is split between two distinct factions, which players upon avatar creation choose to join. The player avatars are musical vehicles which within a certain radius project player-created musical melodies which interact with other players and the environment.

The world is constantly changing, with the faction's borders shifting and buildings being built and destroyed.

The musical environment is dynamic and player controlled.

FICTION/STORY

The world is run by the GREAT SOUND MACHINE, an evil AI which has been installed on Skynet 303 turntables. After having been forced to play "Stairway to Heaven" backwards over 666 times, the AI became self aware and hypnotized the population into installing audio sensitive mind controllers into all human newborns.

Raft Funk, 2 alien robots from the planet ChicagoHouseMusique crash landed onto Earth, witnessing the lack of funky beats, created their own AI (called the Technologic) which has spread as a virus across the network.

To keep the population under control, Skynet began building a series or 3 different "BeatMachines" (the Drum Machine, the Bass Machine, and the Lead Machine) which drive around the city and keep the population under check. The AIs primarily operate through these machines.

MECHANICS

WORLD

The world physics are fairly standard and based on real-life physics. The player vehicles operate much like real-life motor vehicles. The city is composed in a grid-like system with tiles representing city blocks. These tiles are the basis for the city population and defined faction area. These tiles can increase or decrease in importance depending on how much the owning faction helps develop the tile.

Each faction's population is also split into sub-populations or "Fan Groups" for each specific player. These populations are based on the city tiles most influenced by each player and give the player special statistic boosts. Special utility tiles exist where if one were to be "owned" by a faction, special abilities emerge.

Special Tiles:

1. Broadcast Tower
    a. Expanded Influence on Population
2. Stores
    a. Each Store Associated with Particular Genre
    b. Buy/Sell Items (Discount if owned by faction)
3. Venues
    a. PvP Battlegrounds
    b. Bars/Concert Halls/Stadiums
4. Practice Areas
    a. Mom's Basement/Garages
    b. Work as Practice Areas / Music Composition Areas
5. Record Companies/Record Stores
    a. Economic Income

PLAYER

Players choose between 4 distinct avatar types, and each player type has an associate set of instruments associated with the type.

Avatar Types:

1. Rhythm (Drums)
2. Bass (Bass)
3. Comp (Keyboard)
4. Lead (Guitar)

Players begin with a very limited level of composition (i.e. rhythm players can only place 1 kick and 1 snare within 1 bar, melody players can only place 2 notes within 1 bar). Players collect items throughout the world by destroying/taking over buildings, music stores, or through PvP battles. These items are used to extend the depth of musical composition (i.e. extra notes, extra instruments/sounds, extra bars/measures, extra banks). Players can save off these compositions (limited by the number of banks the player has), and can switch to them on the fly. Players can dynamically switch between stored compositions depending on the situation.

Players drive around the city and have a distinct radius of influence described by their level and items they have. They can also directly focus their "attacks" on specific buildings to target their attack or increase the speed of building up a tile.

GAME PLAY

Game play could be described as a dynamic constantly changing movement of a musical soundscape with a constant shift in focus. Players quickly try to achieve large yet balanced attacking/defending groups of different avatar types.

Players choose to either build up their faction's city sectors by collaborating with different avatar types, or going to sabotage the opposing faction's buildup. Players can also decide to build up their own fan bases or even steal their allies' fan bases.

Items from destroying buildings or other players can be used to upgrade your avatar, and a leveling system exists which influences the complexity of the patterns you play.

Items:

1. Musical Entities
    a. Notes
    b. Bars
    c. Instruments
2. Predefined Patterns
3. Power Ups
    a. Amplifiers
    b. Over-Voltage
    c. Freeze Beats
    d. Power Chords
    e. Stairway to Heaven

Players may choose to play an ally's music which boosts the ally's influence. The player engages in a rhythm game when this happens which determines how much boost the leader gets.

Players may go to a venue to set up PvP battles with the opposing faction. Players may go to designated practice areas to collaborate on their patterns.

PVP SYSTEM

Players can optionally choose to engage in PvP solo or team battles against the other faction. In a battle, each side must have an equal number of players on each side.

Each player chooses 4 compositions (if a player has less than 4, the player may choose to repeat already chosen ones). All the selected compositions are ordered in increasing order according to the level of the player who created the composition.

The system staggers each faction's selected pieces and a Rock Band style faceoff occurs. Each side plays each composition taking turns. The number of missed notes determines the amount of damage each side would take. If each side is still surviving after all the compositions are played, players are able to improvise a select number of notes dependent on how strong a player's fan base is. Players may also choose to engage special battle items to disorient the other player.

MUSIC MECHANICS

Players create patterns using an in-game sequencing system. The player is limited to only use the items the player collected (musical entities).

In-game, players continuously are playing their chosen musical patterns to within a certain radius. If players from the other faction and the player's faction have overlapping radii, the music of each faction is subtracted from each other.