



Live-Set Event Design Document

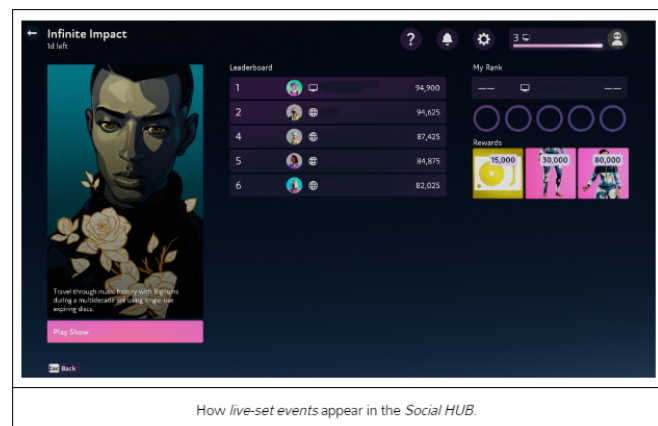
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What are Live-Set Events?

Live-set events are an additional type of event played in the *Social HUB* that act as an extension to FUSER's campaign. Unlike *challenge events* that ask the player to create a mix recording and are evaluated by fellow players, *live-set events* are played like a *campaign show*, in which the player completes assigned objectives in order to earn points. The total number of points they receive will be used to evaluate their performance, and distribute rewards.



Design

When creating a *live-set event*, there are a few key design aspects that need to be taken into consideration:

Difficulty

The intent of *live-set events* is to act as a continuation of FUSER's campaign, which means that the shows themselves should display a higher level of difficulty. The ideal player of a *live-set event* is someone who has spent a large amount of playtime in the campaign, and wants an additional challenge.

With that said, we also need to make sure there isn't too high of a difficulty spike. The primary intent of FUSER gameplay is to allow players freedom to make more music-based decisions, and having shows that focus too much on the assigned objectives takes away from a more musical experience. Therefore, gameplay needs to be balanced so that we can still have this extra challenge, but still offer the core FUSER experience.

One key aspect of gameplay to highlight here is that during a *live-set event*, players should not be allowed to change the *tempo* of a show. As *live-set events* have online *leaderboards*, being able to change *tempo* freely would allow them to have varying difficulties from each other. Therefore, changing *tempo* has been disabled to keep all players on a more equal playing field.

Theme

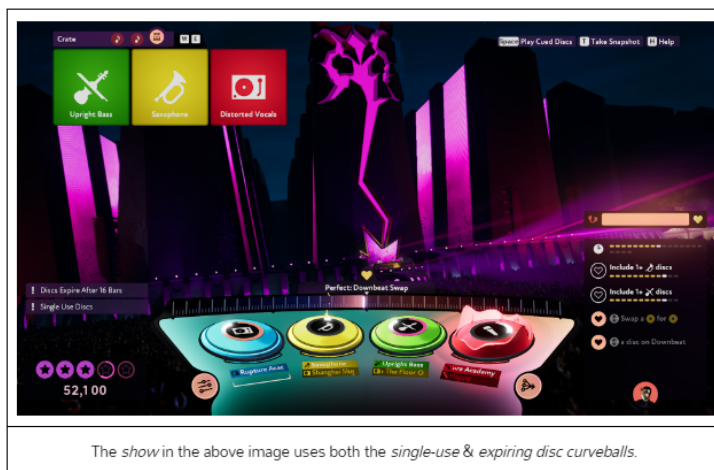
For a more cohesive experience, it's best practice to use assigned objectives that follow a specific theme, or challenge the player to adopt a specific playstyle that will encourage both musical decisions and earning points. This more often takes the form of *goals* and *requests* centered on performing specific actions (ex. playing 3 or more *discs* at once).

This also means that we need to pre-fill the *show's crate* with *songs*, *instruments*, and *FX* that will support these objectives. Otherwise, we run the risk of the player being given an objective, and not having the necessary *crate* assets to complete them.

Curveballs

The primary difference between a *campaign show* and a *live-set event* are *curveballs*; a variant state of the player's *workspace* intended to affect how they would normally play a show. There are 4 different types of curveballs that the player can encounter:

- **Crowd Meter Decay:** Upon the player performing actions less frequently, the *crowd meter* will begin to decay. This *curveball* increases the rate at which the *crowd meter* decays from what it normally would be.
- **Single-Use Discs:** A *disc* can only be dropped onto the *desk* once while this curveball is active.
- **Expiring Discs:** When a *disc* is dropped onto the *desk*, a timer will appear on it. Once this timer expires, the disc will automatically be removed from the *deck* it is playing on.
- **Locked Decks:** A specific *deck* on the *desk* will enter a locked state. This will prevent the player from dropping new *discs* onto the specific *deck* and using the *deck controls* until the *deck* has been unlocked.



For difficulty purposes, we should only be using one *curveball* in an event with the following exception:

* Pairing *Single-Use Discs* with *Expiring Discs*

Curveballs can pair with the theme we've established for the event, while also adding an additional layer of difficulty. However, they aren't a requirement for events, and can be used when deemed helpful to the player experience.

Setup

When creating a *live-set event*, there are some key things we need to set up before actually building the event out.

Venue/Promoter

When we establish the theme we want for the event, we want to consider what *venue* and *promoter* would fit this event best in the context of FUSER's narrative. We'll also want to select a time of day for the *show* to occur; morning, day, evening, or night.

Curveball

What *curveball*, if any, do we want to use for this event?

Crowd Meter Decay Rate

If using the *crowd meter decay curveball*, we need to establish how much of a decay rate we will be using.

Show Break Messages

In between *show sections* will be a *show break*, where we're able to display a message from the *venue's promoter* about the *show*. These can also be where we show tutorial messages on how certain *curveballs* work when we introduce them.

Crate Constraints

We need to establish what *songs*, *instruments*, and *FXs* will be required to be in the *crate* for this *show*, and if we want to allow the player to add assets of their choice to the *crate* for their own personalization.

Construction

Construction of a *live-set event* is approached on a section-to-section basis, with each of the following pieces highlighted:

Show Break Messages

What messages, if any, are we showing to the player in this section.

Goals

How many goals are in the current *show section*, and what criteria needs to be met for them to be complete. For example, goals that require a specific action need to say how many times that action needs to be performed, while goals that require a specific state of the current *mix* need to say how many measures does the deck need to be in that state.

Requests

How many *requests*, if any, should appear on screen during this *show section*.

Duration

The number of measures that the *show section* lasts for, if not a section that requires all goals to be completed before progressing (these will be marked by an “∞” symbol).

Tempo

The *tempo* at which the current show section is set to (a “-” indicates that there is no change from the previous section).

Curveball

Any active *curveball* in the listed section. For *Deck Locking* shows, we will specifically list when a deck locks or unlocks.


Design Template

* The following template represents an actual *live-set event* used in FUSER. Select information has been redacted for privacy purposes.

Event 19: In-House Heroes

Description

Highlight a collection of songs by some of FUSER's developers in this synth-focused deck locking show.

Venue	Curveball	Crowd Meter Decay	Crate Name	Max Score	Event Image
Source Decay	Deck Locking	X	For the Devs	XXXXXX	

Crate Constraints

Song Limit	Required Songs	Instrument Limit	Required Instruments	FX Limit	Required FX
16	Sequence Her Summer Hair Time For Crime This Isn't Enough Back to Boston Dot Calm	8	Marimba Pan Pipes Fancy Piano 80s Arpeg Acid Bass Electric Piano	8	None

Show Sections

Section	Show Break Message	Goals	Requests	Duration	Tempo	Curveball
1	These artists will be all the rage in no time. We show them off first, and we'll get just as much publicity.	1. Drop Beat from "Summer Hair" (1)	-	∞	143	-
2		1. Play 1+ Rock Discs (8) 2. Play 1+ 2010s Discs (4) 3. Drop a Synth Disc (2)	2	12	-	-
3		1. Play & Drop any Lead Instrument (1) 2. Play 1+ Synth Discs (4) 3. Solo a Disc (1)	-	12	-	-
4		1. Include 1+ Synth Discs (12) 2. Include 1+ Lead Discs (8) 3. Cue a Synth Disc (2)	1	16	-	-
5		1. Include 1+ Synth Discs (8) 2. Swap any Disc (5)	2	12	-	-
6		1. Smart Riser to Loop from "Dot Calm" (1)	-	∞	-	-
7	Well... that was unexpected. I assume you'll be able to adapt though, right? Right?	1. Include 1+ Loop Discs (4) 2. Include 1+ Synth Discs (4) 3. Cue Drop Beat & Bass (1)	-	8	119	Lock Deck #3
8		1. Include 2+ Loop Discs (12) 2. Play & Drop a Fancy Piano Disc (1) 3. Solo a Disc (2)	-	20	-	-
9		1. Include 2+ Loop Discs (8) 2. Solo Fancy Piano (1) 3. Swap Loop for Loop (3)	1	16	-	-
10		1. Play 2+ Loop Discs (8) 2. Mute a Disc (2) 3. Cue Drop a Loop Disc (1)	2	12	-	Unlock Deck
11		1. Current Riser to Bass from "This Isn't Enough"	-	∞	-	-
12	Someone backstage is getting fired. You handled it well last time, so let's see if you can adapt again.	1. Include 2+ Bass Discs (8) 2. Drop a Synth Disc (2) 3. Cue a Disc	2	12	120	Lock Deck #2

13		1. Perform on a Bass instrument (4) 2. Play 2+ Bass Discs (4) 3. Swap any Disc (3)	-	12	-	-
14		1. Play 2+ Bass Disc (12) 2. Swap Bass to Bass (3) 3. Eject a Loop Disc (1)	2, 2	20	-	-
15		1. Play 4 Synth Discs (8) 2. Exclude Loop (12) 3. Solo a Bass Disc (2)	2	20	-	-
16	The firing has been completed. Let's wrap up before anyone else is terminated.	1. Smart Riser to Lead from "Time For Crime"	-	∞	-	Unlock Decks
17		1. Play 1+ Lead Discs (4) 2. Drop a 2020s Disc (2) 3. Mute a Disc (1)	-	16	100	-

Glossary

* The following is a list of all FUSER-specific terms and definitions used in this document.

Show: A solo-played level in which the player completes assigned objectives from the audience in order to earn points and complete the *show*.

Challenge Events: An event in which the player creates their own *mix* that will be submitted for evaluation by fellow players.

Crate: A specific collection of *songs*, *instruments*, and *FXs* either chosen by the player, required for them, or both that they will use in gameplay.

Crowd Meter: An on-screen meter that displays the audience's level of satisfaction with the player's gameplay, and will increase and decrease based on the player's actions.

Curveball: A variant state of the player's *workspace* intended to affect how the player would normally play a *show*.

Deck: One of four spots on the *desk* where the player will be able to place a *disc* and interact with it.

Deck Controls: A collection of mechanics associated with a specific *deck* that the player may use to complete *goals*.

Desk: The area of the *workspace* where the player will place and interact with playing *discs*.

Disc: The in-game asset used to play a specific *loop*.

FX: An auditory modifier that can be applied to a playing *disc* to change how said *disc* sounds.

Goal: An on-screen objective that the player will be able to complete in order to earn points.

Instrument: A tool used by the player to create and use custom music *loops*.

Leaderboard: A list of scores for a *live-set event* from various players.

Live-Set Event: A *social HUB* event played in the style of a *campaign show* in order to earn rewards and place on the event's *leaderboard*.

Loop: A repeating music track played by a specific *disc*.

Mix: A recording made from a player's previous gameplay session.

Promoter: An NPC that acts as the owner of the *venue* that the *show* takes place on.

Request: An additional goal that will appear on-screen part-way through a *show section* and will have a limited amount of time to be completed.

Show Break: A portion of gameplay in between *show sections*. During these sections, tutorial messages or messages from the *promoter* may be shown on-screen.

Show Section: A section of a *show* where the player will need to complete objectives to progress.

Social HUB: The menu where players will be able to access various social features, such as *events* and *mixes* made by other players.

Song: A grouping of 3 or 4 *discs* that each play a specific *loop* from the specific *song*.

Tempo: The speed at which the music plays during any form of gameplay. Measured in beats per minute (BPM).

Venue: The physical space that a *show* will take place on.

Workspace: The interface that the player will use to perform actions during gameplay.

[Image Citations](#)

- [FUSER Logo.png](#)