# Designing an 3D MMORPG Rhythm Game for Korean Online Game Market

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# Objectives

I analyzed Korean online rhythm games and found that there has been lack of innovation since 2005. Three possible reasons include high music usage cost required due to easily consumed game content, earning profit only from the sale of decorative items, and the nature of the genre that limits the spectrum of the players.

In order to suggest possible solutions to the limitations, designed a i3D Massive Multi-user Online Role Playing Game (3D MMORPG) that has its main focus on music and rhythm and additional focuses on puzzle and action.

# Korean Online Rhythm Games

Successful Korean online rhythm games includes Audition Online series (dance battle using arrow keys and number pad to input arrows as appeared on the screen, and spacebar to be pressed on each of the last beat within each bar of the background music), R2Beat (racing in speed accelerated by pressing appropriate control keys when players face obstacles), and O2Jam (score battle with horizontal bars sliding down to the bottom of a frame on the screen that shows the appropriate moment, in which players should press certain keys). These three games were all released either as an open beta or as an official commercial launching in 2005.


Audition Online


R2Beat


O2Jam


..and?

# Solutions to the Limitations

Korean rhythm games have not shown any significant and creative challenges in terms of game mechanics, but have only shown improved graphics and minor changes since 2005. I designed a rhythm game that will show innovations by:

1. Designing 3D & 2D worlds, characters, musical instruments and any other objects that reflect deep and fascinating storyline

2. Providing quests that are either related with music or with the situation of the world

3. Encourageing activities of User Created Contents and making use of it

4. Combinating the elements of puzzle games with music with a game algorithm of 'random patterns of puzzles for each song

5. Provide wide range of difficulty level of the puzzle

6. Involving action that players use magical skills that are resulted by doing the puzzles and fight with each other.

7. Selling items that enhance one's in-game magical musical instrument in terms of variability of the sound it can make

8. Selling items that increase the productivity of in-game music composition program

9. Earning advertisement fee from composers who want their songs to be advertised through the game

10. Having capability of composing of music composition and teaching music theory.

# Musicalland and Musicians

There are two important keywords in the game. 'Musicalland' and 'Musician'. Musicalland refers to a fictional and treble-clef-shaped island. Musician refer to the people, who had lived with marvelous musical talent, died with high passion and love toward music and reborn in Musicalland.



Musicalland is where such Musicians use music, which have been always in their heart, to shape it or draw a magical power from it. For example, Musicians can build their house or make the nearby flowers start flowering by playing musical instruments.

Musicalland was a world where Musicians share and enjoy their music without any boarders till a hundred years ago. However, the world is now on war and Musicians are divided into four.

# Four Types of Musicians

Players choose a type of Musicians among Euterpes, Apollos, Loreleis, and Courils. They have different ideology on why music exists, and different point of view on appropriate attitude to have towards music and the origin of music. They also differ in initial distribution of numerical value that define them and in magical skills that they can use.


Euterpes' Village
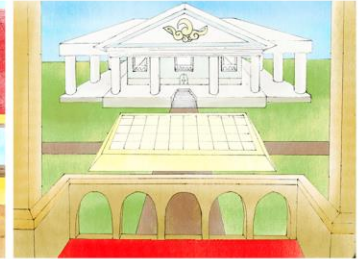

Apollos' Village


Loreleis' Village


Courils' Village


The Representaives of Euterpe, Apollo, Lorelei and Couril

# Numerical Values that Define the Avatar

There are eight types of numerical values with each maximum value of 100 that define the character; String, Wind, Keyboard, Percussion, Imagination, Magic, Sociality, and Fame.

1. String, Wind, Keyboard and Percussion, which are together called as Talents, refers to the level of the skill in playing the related musical instruments.
2. Imagination is an important value when it comes to creating goods by playing music. With higher the point, the players are more likely to produce the item that they wanted properly with longer duration.
3. Magic determine the powerfulness of magical skills used for combat that consume Mana.
4. Sociality decide the difficulty of making the NPCs to have a good feeling towards the players.
5. Fame is a numerical value to show how much the player has contributed to the peace of Musicalland and/or to the game itself by submitting User Created Contents.

# Methods to Get Fame, Experience and Game Money

| Methods | Detailed Explanation | Reward |
|---|---|---|
| Quest | Elias's requests that are mainly to contribute to the peace of Musicalland. These requests are challenging compared to any other quests. | Fame, Experience |
| | Requests from the representative of one's local village either to solve local issues or to participate in the war. | Experience, Money *Participation in the war decreases Fame |
| | Errands of local NPCs. | Experience, Money |
| | Music classes provided by the Fairy of Music | Experience |
| Performance | Playing music alone or in group Getting tips from players who are passing by and nearby NPCs | Game Money |
| | Earning profit from entrance fee of the theatre where only certified players can book and perform individually or in group. | Experience Point, Game Money |
| Composition | Composing music using in-game composition tool, submitting it for weekly composition contest and winning awards after players' voting and game administrator's selection. | Game Money, Experience Point |
| | Evidently high-quality submission will be used as the background music for puzzle games. | Fame, Cash Item, Game Money, Experience Point |
| Puzzle Games | Playing puzzle games in order to create objects or Attack the opponents | Experience Point |