

riotg!rl.

a project by miles esguerra



# introduction. introduction. introduction.

## "NO MAN LEFT BEHIND."

Or at least, that's what they say. The endless noise of the **Static Fathers** drives you crazy. Same beat, same riff, same drums, same voice, same rock, same roll. An absence of meaning. An absence of reality. Pushed out the venue's back door by that dark cloud hovering over everyone's heads. The noise plugs their ears and they don't even notice you. This needs to stop.

Enter: the **riotg!rl revolutionaries**.

Become a member of the underground movement that destroys the Static and brings color back to the faces of the public. Join other players in a high-octane music battle that integrates traditional **rhythm game staples** with fiery **FPS climaxes**. The world needs a wake-up call. No harm in doing it with a little style.

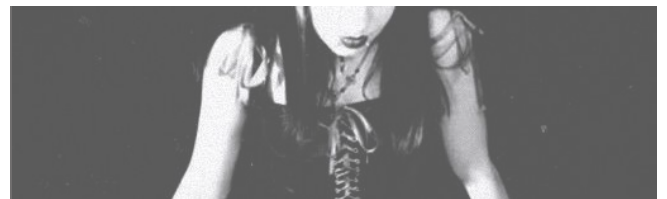
- *Riotg!rl* is a mulitplayer online Rhythm-FPS game.
- The base game is Free-to-Play with a selection of starter songs and optional paid DLC.
- Players of all backgrounds and experience welcome.

available on:



I am unsweetened, unclean  
Been called drama queen  
Ex-girlfriend, ex-member  
The tantrum, the temper

*-Terror by My Ruin*



## THE RIOTG!RLS

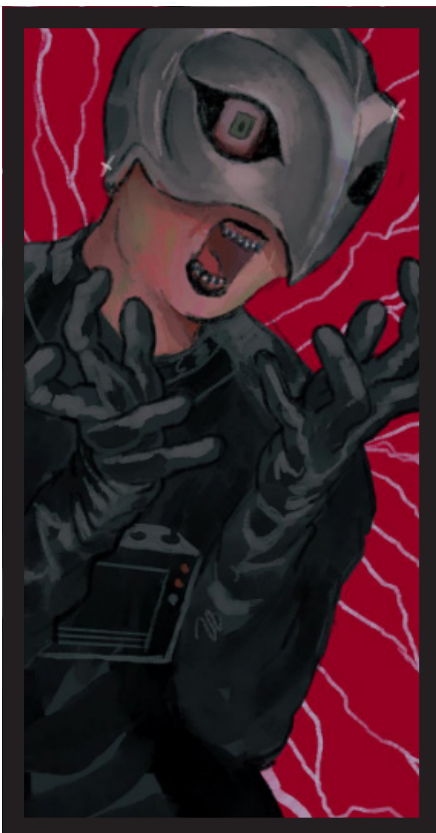
The drum kit mafia. The killers of killjoys. A pain in the ass. The riotg!rls have a lot of names pinned to their backs—they don't care what anyone says. You wouldn't think so at first glance, but this group of misfits has a national revolution sweeping through every alleyway in the country. As more and more people's minds are stolen away by the Static Father's pulsating noise, the riotg!rls take aim. With their sonically-modified weaponry an all new sound explodes into the air and clears the fog. The spark in a riotg!rl's eyes during a performance could start a fire. Through all their unpredictability, one thing is for certain: riotg!rls are here to protect the people's free will.



art by @Qingyi33 on twitter

V.

art by @plastiboo on twitter



## THE STATIC FATHERS.

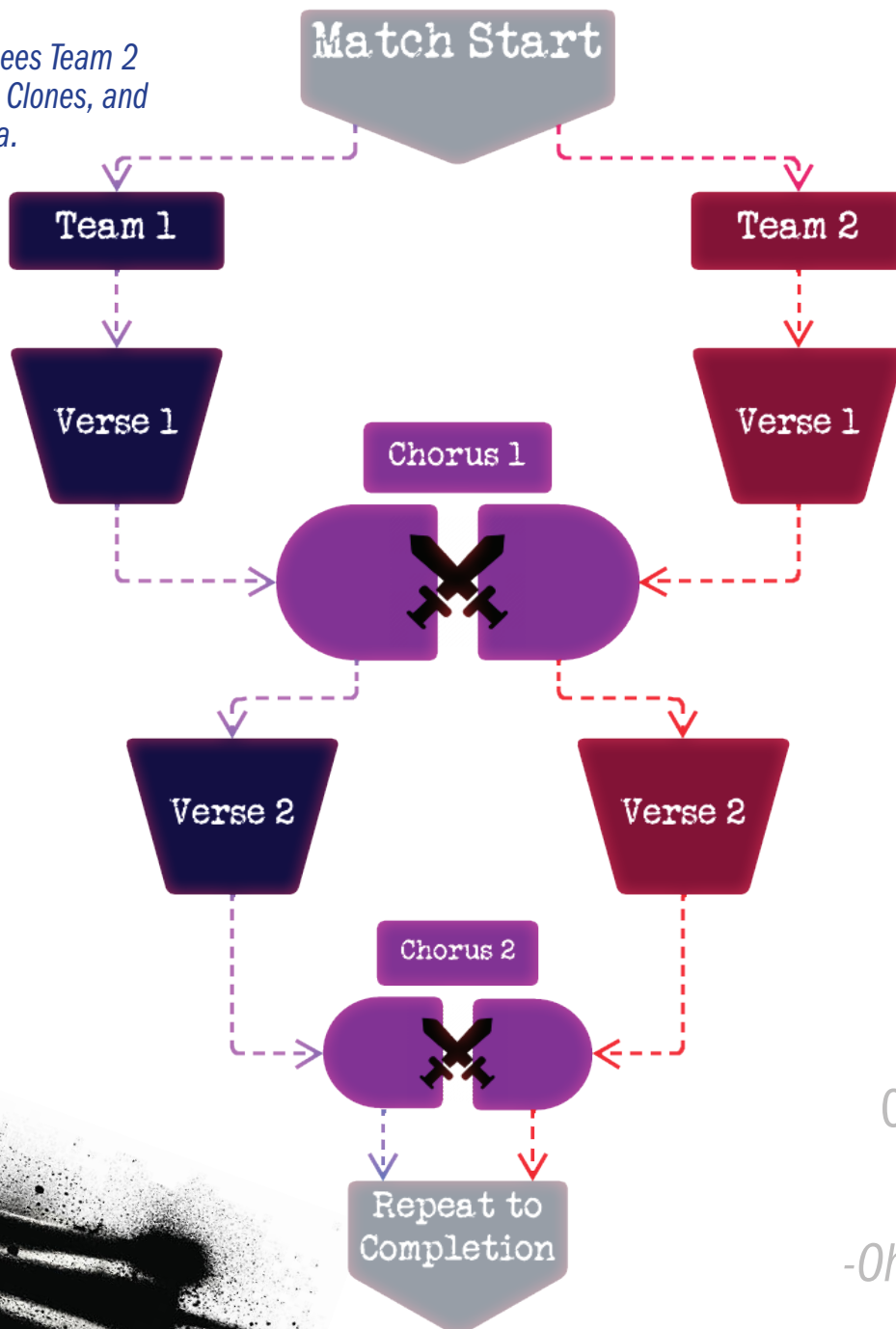
They look like you. They sound like you. They smell like you. But they don't feel like you.

The Static Fathers are a viral illness of a band— if you could even call them that. They exist as a tool put together to sedate the public and distract them from the cruelty that is lashed out by the government each chance it gets. When a SF song is played, the eyes of the people listening glaze over. They walk around the streets with nothing running through their heads, only a static buzz ringing out with every breath. The riotg!rls call them Static Clones— shells of their former selves. The SF vehemently hate the riotg!rls, but that's ok. The feeling is mutual.

# gameplay overview

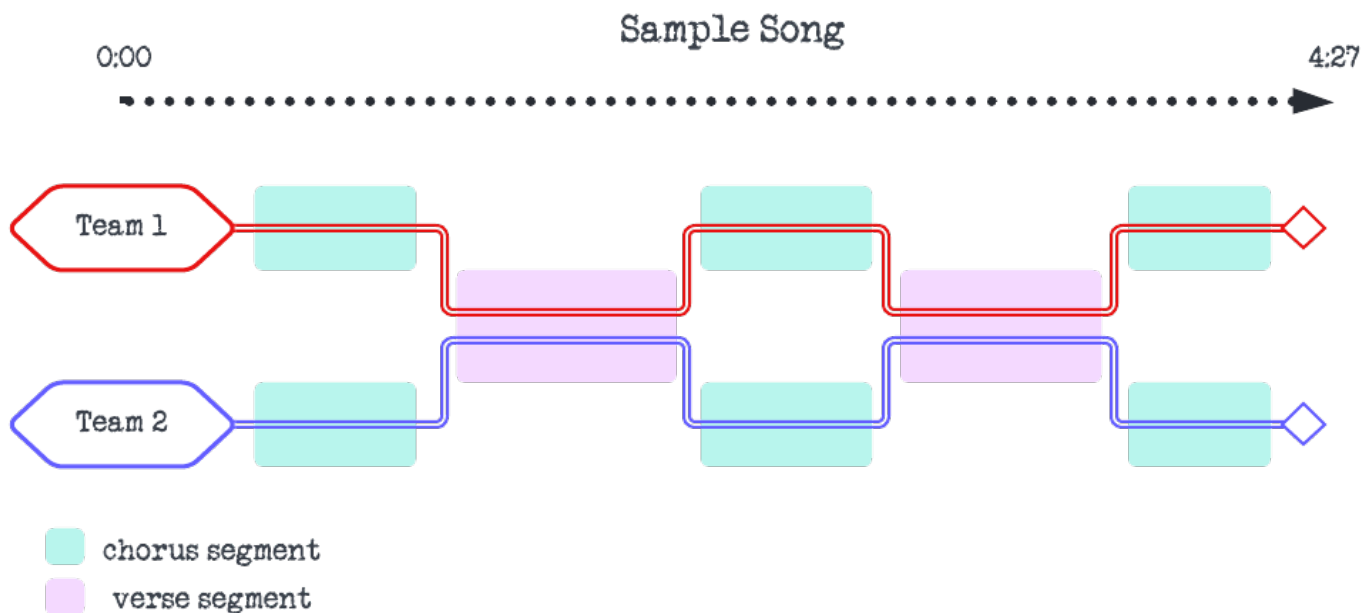
*Riotg!rl* emphasizes and combines the intensity of rhythm games and multiplayer first-person shooters. Obviously, music has its own rhythm— but there is a beat and tempo in the way that team-based FPS games are played too. In the design of this game, there is an increased focus on amplifying this sensation and sharing it with the people you're playing with. *Riotg!rl* players will find themselves strapped into a hanging electrified railway, racing down it alongside their team of revolutionaries. On another railway, the opposing team of “Static Clones” is on their own track. Both rhythm and FPS sections will be on this rail system, with each corresponding to the **Chorus** and **Verses** of the chosen song respectively. The diagram below shows the general structure of each match.

*Team 1 sees Team 2 as Static Clones, and vice versa.*



Chain-store  
chainsmoke,  
I consume you all  
Chain-gang chainmail,  
I don't think at all  
-Oh Bondage! Up Yours!  
by X-Ray Spex

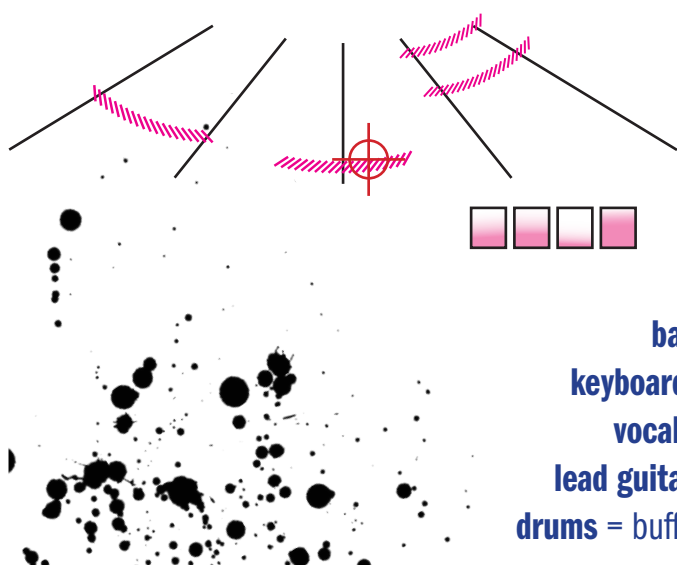




A sample track layout is pictured above. Each song has a customized track to best fit the flow of the song. The goal of each match is to generate the most points possible. Successfully hitting the notes in the rhythm segment and dealing damage/KO'ing players during combat rewards points. The different gameplay sections are detailed below.

## Chorus rhythm mode

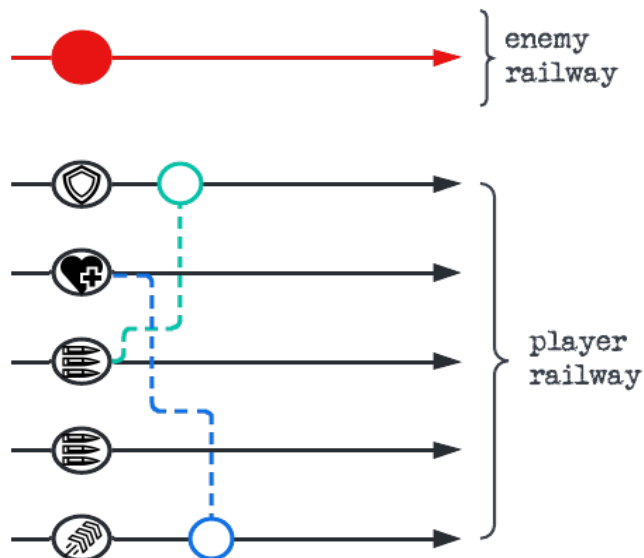
The Chorus is where players tap along to the notes of the song. The interaction in this segment is deceptively simple. Rhythm games already come with their own slew of difficulty- but in *riotg!rl*, there is a greater importance on maintaining combos and perfect timing in order to charge up increasingly strong combat abilities. Each player charges up their abilities manually and individually, so it's crucial to hit those marks. These abilities will allow them to help their team generate more points in the verse.



**bass** = tank  
**keyboard** = healer  
**vocals** = dps 1  
**lead guitar** = dps 2  
**drums** = buff/debuffer

## Verse FPS mode

The Verse segments are where players on opposite teams will open fire as their tracks edge closer together. There are different sets of abilities to help players fall into different roles (tank, dps, support, buff). These roles correspond to an instrument and position in a band. Each player will be able to switch positions on the rails to land better combos on the opposition. Player's don't die and respawn in the traditional sense, they will simply be deactivated temporarily and reactivate after a short time.





Playing riotg!rl should feel like a quick shock to the system. We'll go through an example to better illustrate the feeling of the process.

The diagram below outlines the song and difficulty selection process. You will go through an initialization process and be able to play songs afterwards.

The game will then progress into the central gameplay, as described previously. We'll use the song "God is a Girl With a Butcher Knife" by My Ruin as an example. Scan the Spotify code below and listen along.

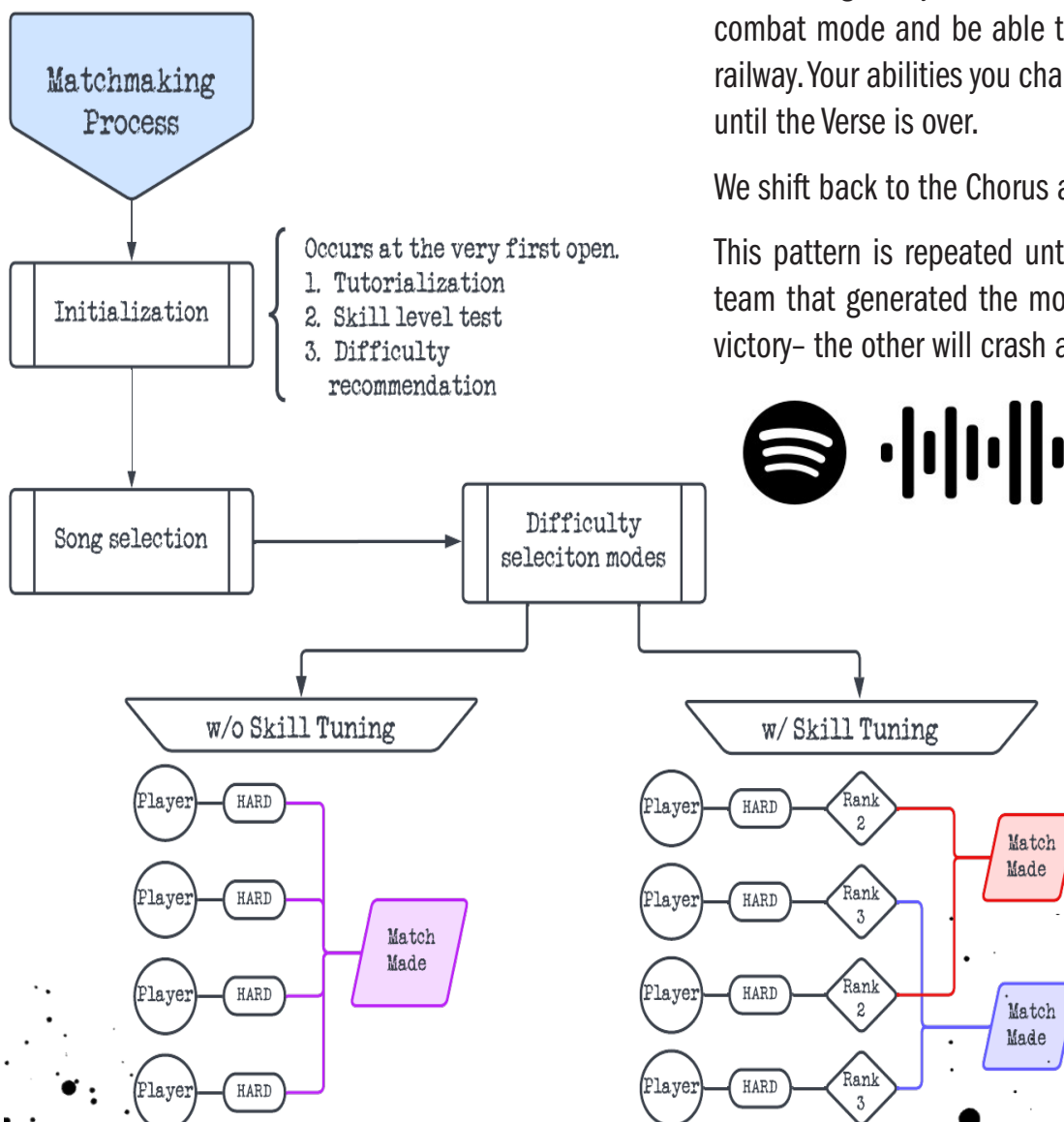
As the match starts, you pick your ability kit. Once you do, you'll instantly launch onto the railway. When everyone is ready, the song starts.

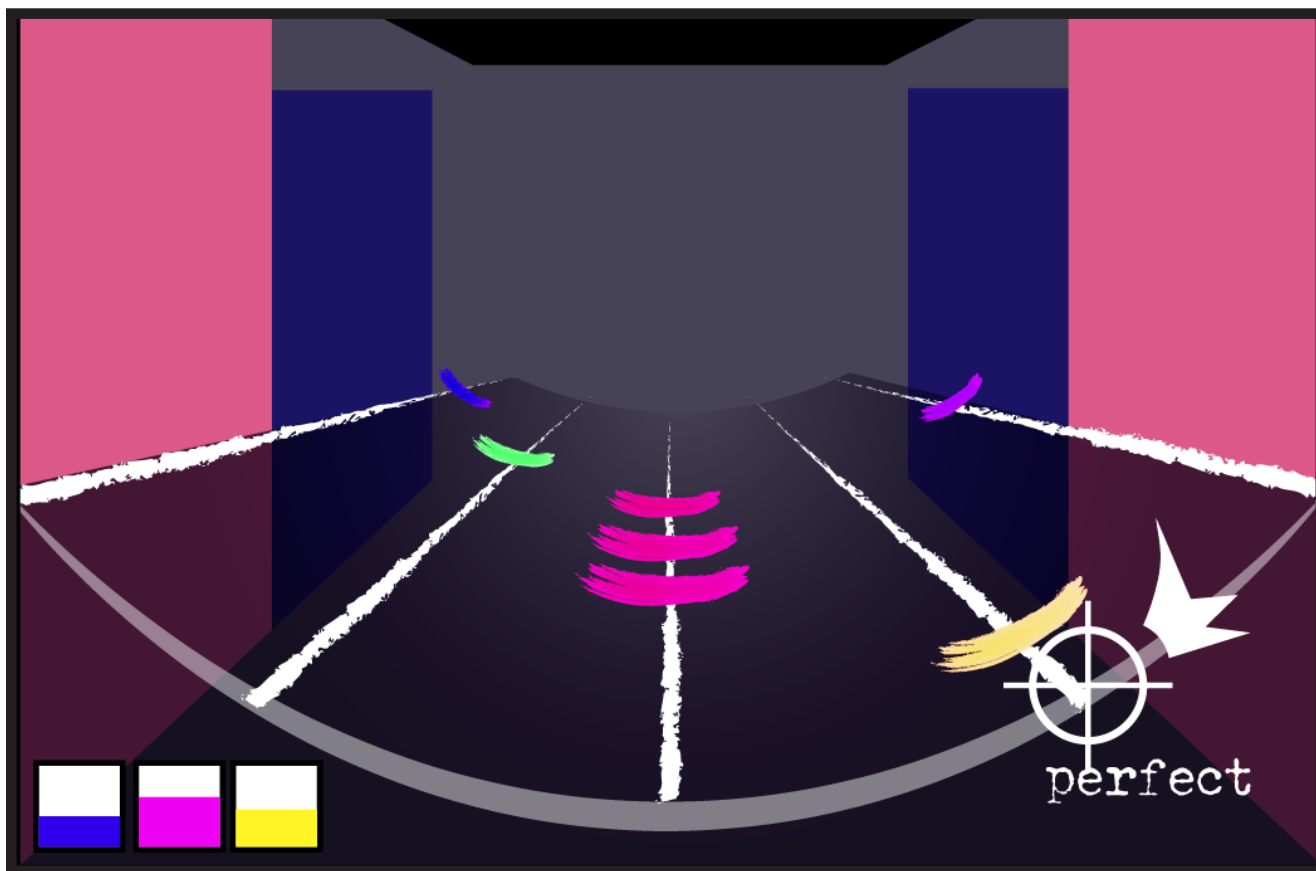
This song technically starts with a verse, but every riotg!rl match must start with the rhythm game portion. In a situation like this, the very first section of the song will be included in the first chorus segment. You'll be tapping along and "shooting" to the beatmap in order to charge your abilities. See wireframe for reference.

The transition into the Verse segment will begin at 1:10 in the song. Everyone will experience a visual shift into combat mode and be able to adjust positioning on the railway. Your abilities you charged will be available to use until the Verse is over.

We shift back to the Chorus at 1:36.

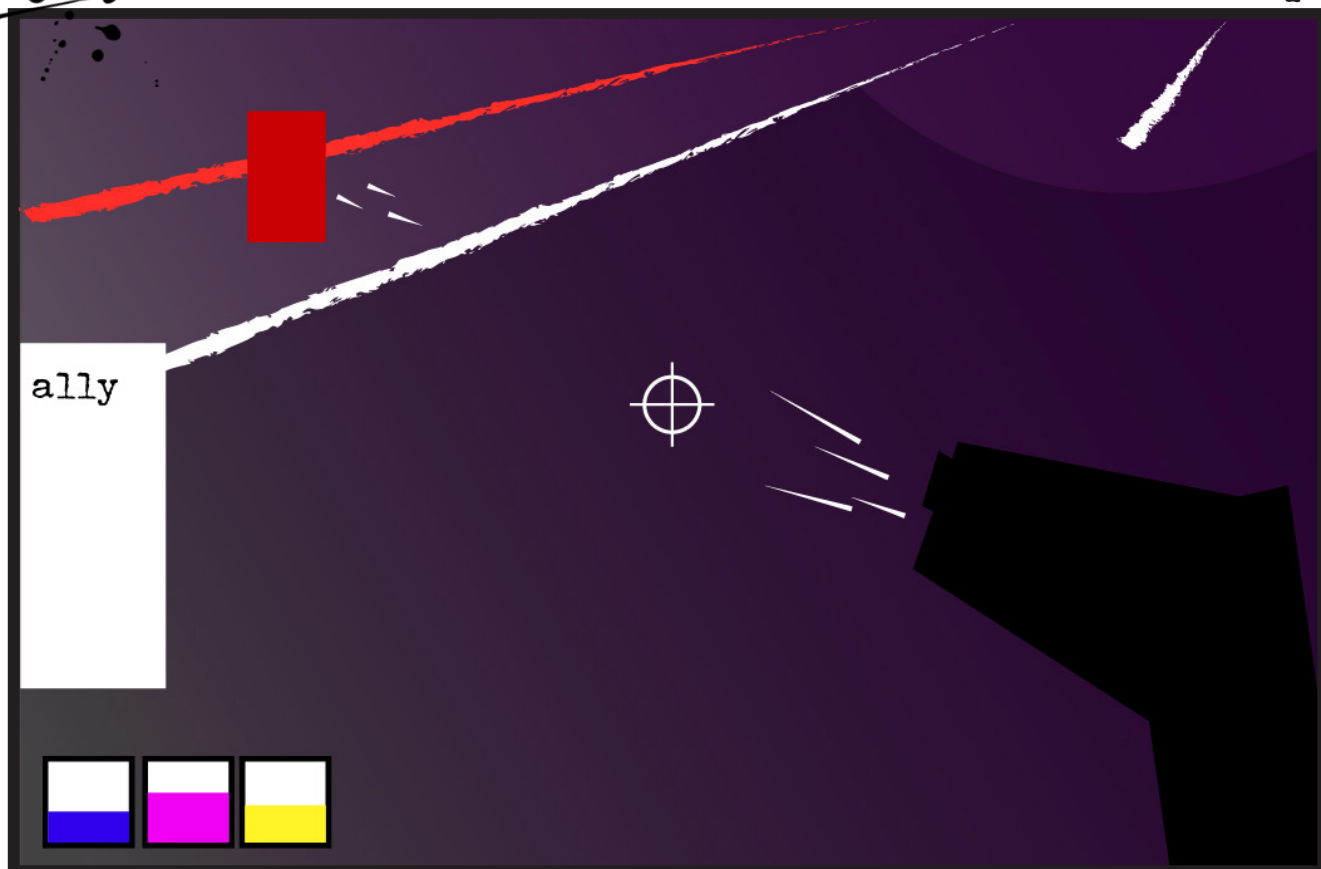
This pattern is repeated until the end of the song. The team that generated the most points will slide away to victory- the other will crash and burn.



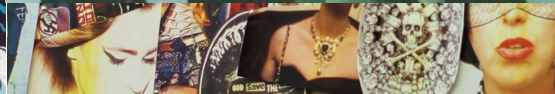
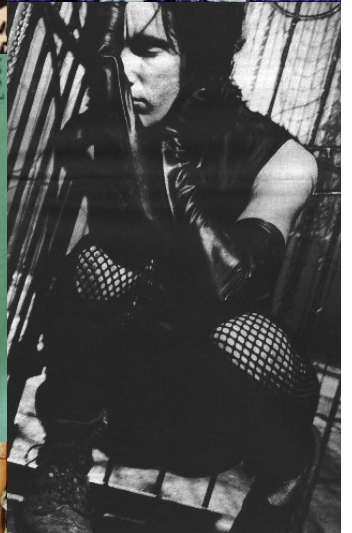
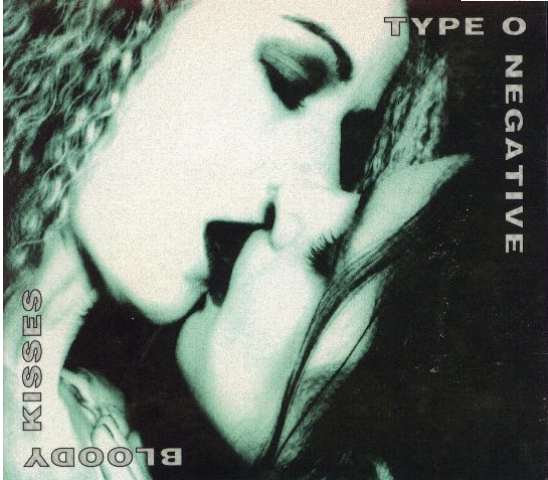
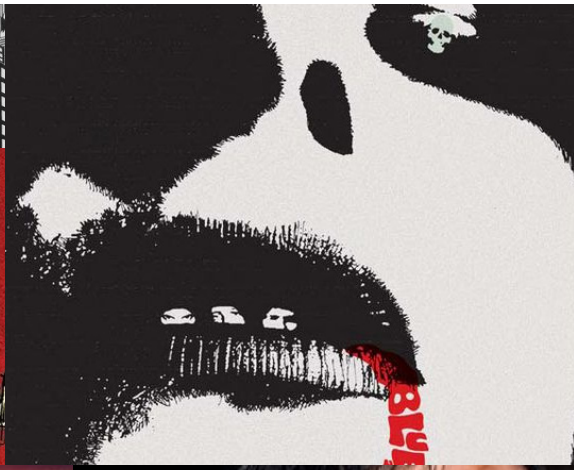


Chorus screen mockup.

Verse screen mockup.









# in conclusion... in conclusion... in conclusion...

Riotg!rl is a love letter to the beautiful mess that was the actual riotgrrrl movement in the 90s. It was created to give women, who were largely isolated by the hypermasculine punk community, a chance to thrive and create for themselves. It was formed out of a genuine appreciation and admiration for the people in your community; an insatiable need for a platform where you could feel safe performing. Ironically, it had its own issues, often excluding people of color and forcing them to the sidelines. Which is exactly why I think we need a refresh on the concept.

Riotg!rl was formed as an expression of those same sentiments, but with my own experiences as a queer Asian that loves counterculture and video games. Both the current music and gaming scenes reek of the same issues that divided people in the 90s. I want to use riotg!rl as its own space to showcase the variation in these communities. They should be open to anyone.

And if people don't like it— get out of the pit.



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