

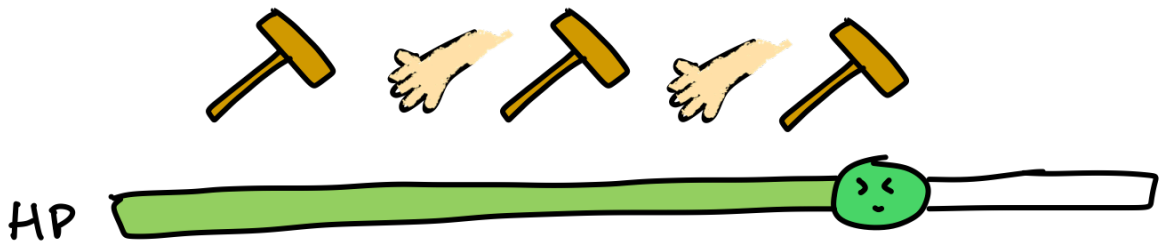
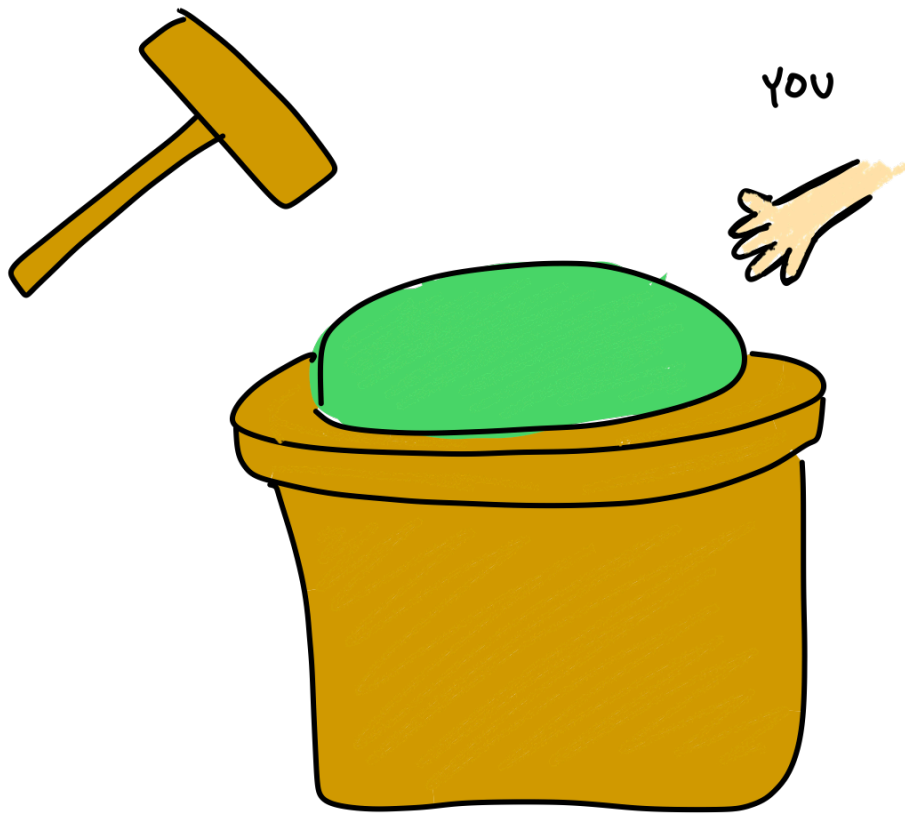
- real time audio / graphics
- software system
- tool, toy, game, instrument, interactive essay

- I want to try using the assets
- make a game
- something like rhythm heaven



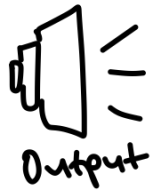
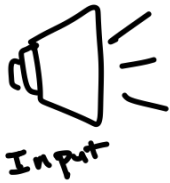
- something that has a music bop.





- mochi making game
- need to follow the given pattern - coordinate hammer & hand
- probably mouse input
- if wrong timing/rhythm, drop HP

↙
· game plays a rhythm in music and you need to repeat

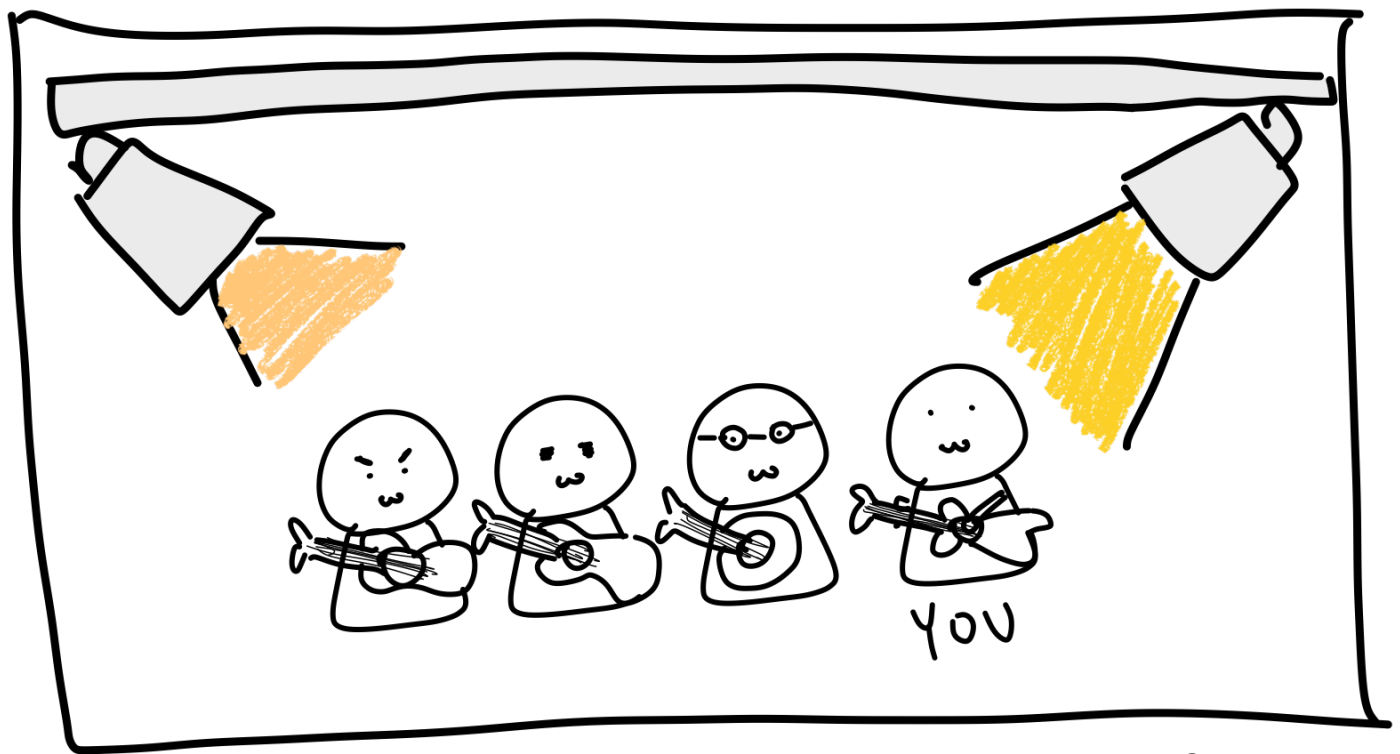


DONE!

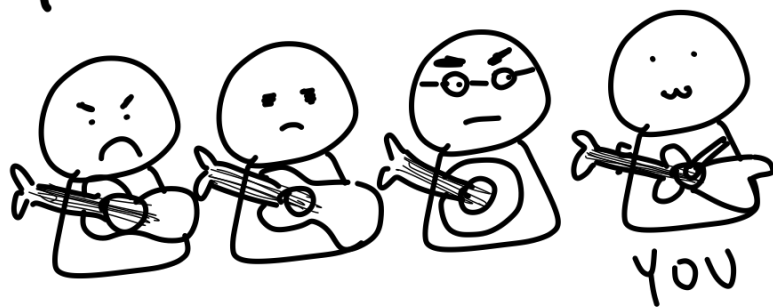
· given an input audio clip, user needs to adjust parameters to make current output match input

- ADSR
- filters
- compression
- limiter
- panning

} some potential ideas



- Game will play certain rhythm & player needs to follow the beat and play along with the other performers.
- bop music in bk
- If you make a mistake:



- at end of game, show score