

# Cacophonia

*Mediadesign 3: Gamedesign*

*IDK11, Malmö Högskola*

Cathrin Malmqvist, Martin Von Lupin

Karin Danielsson, Mattias Veileborg, Björn Mauritz

This will be a music-experience game where you have to work together to get balls from a start point to the end point. We got our inspiration from Lemmings, Dropping Balls and Sound Matrix. The goal is to bring as many balls as possible through all the levels to the last final level. The amount of balls you lose during the games are lost for the whole game, unless you restart the level and try better. The balls are continuously dropping from the start point and you have to get them safely to the goal, if they touch ground you have lost them. You will start with hundred balls and then the saved ones are passed on to the next level.

To save the balls you place pads for the balls to bounce on. The pads are placed out by your underarms on the screen and the balls triggers sound from the pads when bouncing on them. The idea is to experiment with sounds along the way but since there is a goal the player of course can choose just to take the shortest way using very few pads but to encourage experiments there is no clock ticking and the pads are unlimited. The goal is not about producing music, but it is an user experience when playing the game.

We also want the user to be able to experiment with sounds so therefore each level has different layers of sounds. The lower you place your pad on the Y-scale on the screen the lower tone are going to be played. The different levels also has different themes. The levels will have different sound picture, like synthetic, soft or hard, as well as harder and harder obstacles. The obstacles are of varying character - walls to get around, must-hit-ones and obstacles that will eat the ball up.

To steer the pads with your underarms we will use kinect. Holding your arms out and then turning your hands will lock the pad where you want it to be placed and to unlock the pad again you do it reverse (fig. 2).

The game is not based on chance but of course it is hard to calculate how the ball will bounce. The meaning is that you want to play it over and over again and improve your skills.

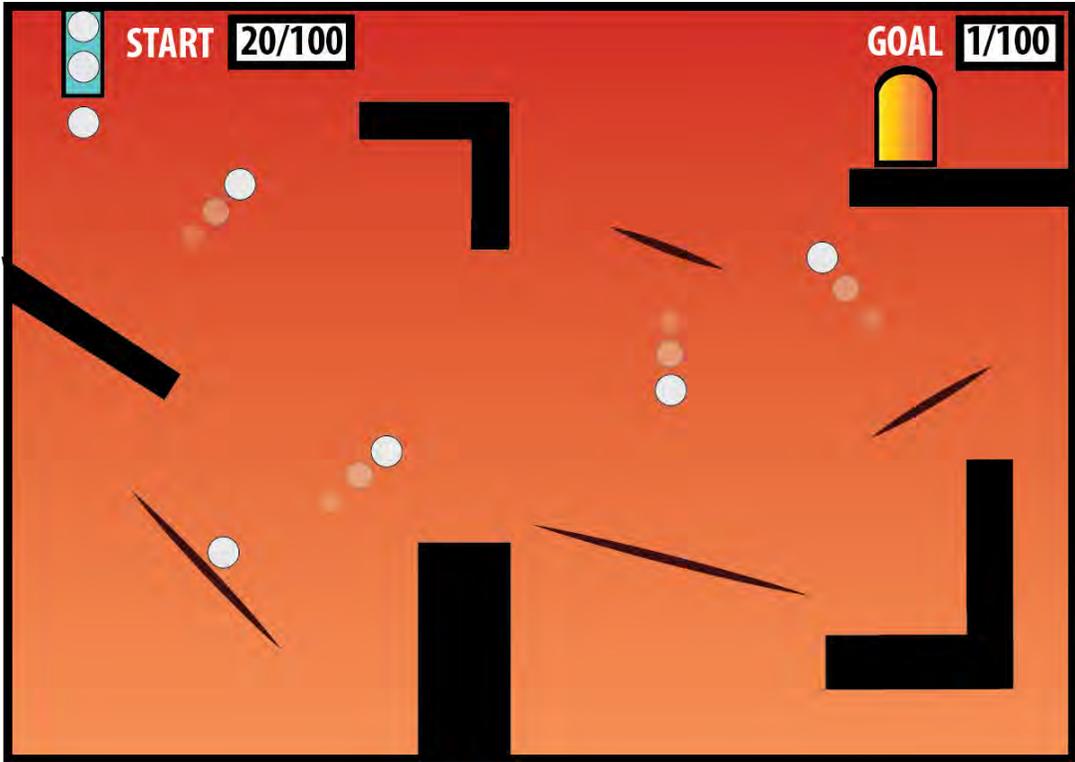


Fig .1, First game-sketch.

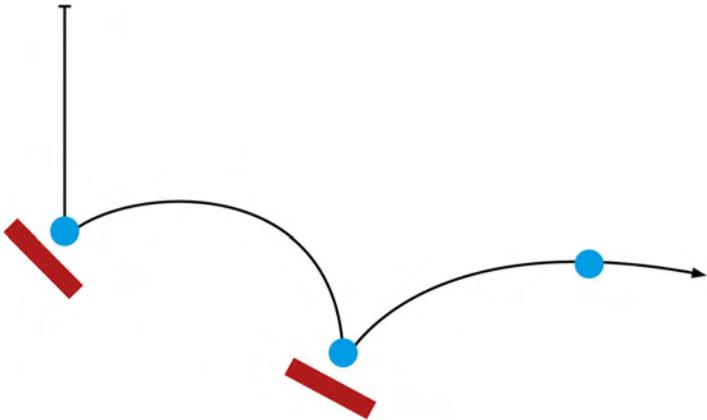


Fig. 2 The interaction with the pads using Kinect.