

Interaction Model: Guess the song from a lyric clue

Objective: Identify a song title and/or artist

The core objective is for the player to guess the song correctly based on the clue given word or sentence. The player earns points for correct guesses and partial points for close or related answers, like naming a different song by the same artist or including the word in the title/chorus.

Interaction Mechanic: The primary interaction model is guessing and responding to prompts. Players are shown a keyword like “fire” and must type in their answer. The system then provides immediate feedback based on how close or correct their guess is. Points, sound effects, and animations serve as feedback and reinforcement.

Optional modes:

- Reverse mode: Players are shown a song or a snippet, and must identify the title/artist/genre.
- Group mode: One player selects a keyword, and others race to guess the matching song.

Example 1: Single Word Prompt:

- Prompt shown: “Rain”
- Player types: “Purple Rain by Prince”
- System checks lyrics/title and responds with: “Correct! +10 points”
- Animation plays musical notes and a brief audio clip of the chorus

Example 2: Reverse Prompt Mode:

- Song clip plays: “Rolling in the Deep” by Adele
- Player types: “Deep”
- System checks if the word appears in the title or lyrics
- Feedback: “Deep’ is in the title! +5 points”

The interaction model is used in different parts of the game:

The reason this interaction works in many contexts is because it blends both cognitive challenge recall and recognition with emotional and social fun. Music memories, surprising guesses. It’s easy to learn, scalable in difficulty, and very replayable.

This interaction mechanic can be used, even expanded, across different modes of the game to keep it challenging and up-to-date.

- Party mode: players race to answer questions quickly, causing commotion and competition.
- Solo mode: the game tracks streaks of correct answers, gradually increasing the difficulty as players progress.

- Genre challenge: players can only use songs from a specific genre, su'80ss '80s rock or Latin pop, which encourages exploration of different music styles.
- Lyric scramble mode: parts of the lyrics are presented out of order, and players must rearrange them correctly before making their guesses.

While writing this, I had an idea, we could also give the player a third option besides word and sentence. They could select some seconds of the music melody. However, to do this, I would need the right to play the original music in the game.