



Roundtable Presentation

Abrar Hasnat



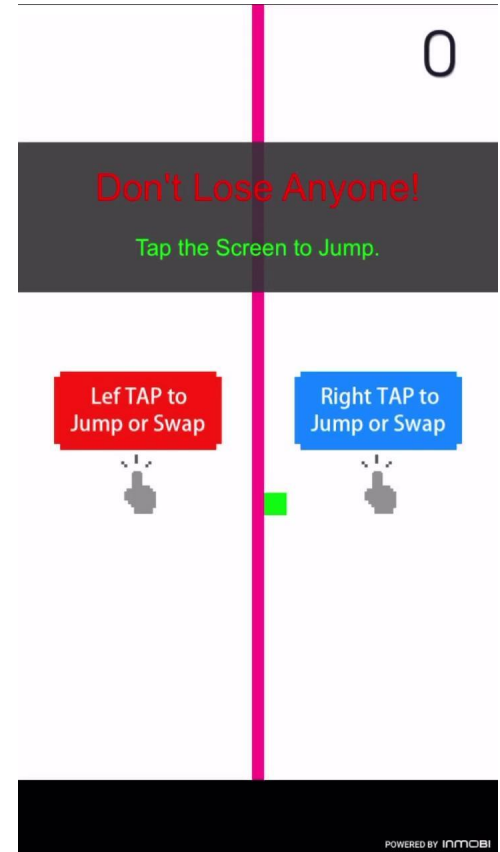
Instruments - Band

- Different instruments drawn at the start of the performance
- Clicking an instrument will play it's "sound"
- Shift + clicking will allow the sound to play continuously.
- Reference:
 - <https://www.virtualmusicalinstruments.com/guitar>



“Swap” Runner Game

- One player object at the bottom of the screen
- Obstacles in the form of “Slabs” come down on vertically.



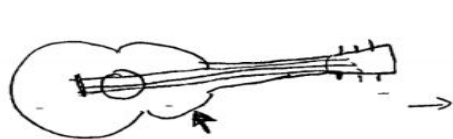


Weather/Cloud Formation

- Graphic will start off with a clear day sky with a sun.
- User will control the what is displayed (Cloud changes, rain, snow, wind are controlled by weather attributes.
- User has the option to change up these weather attributes:
 - Wind
 - Temperature
 - Precipitation

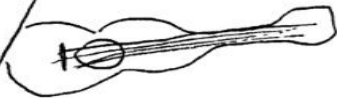
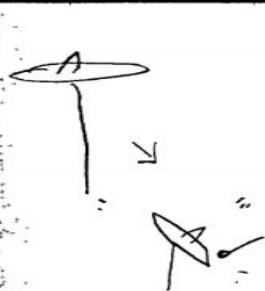
incode : Click to play once

↳ Shift+click play continues



Guitar
beat

Start



When
Clicked
animation
will change



Symphony



Nothing
Playing



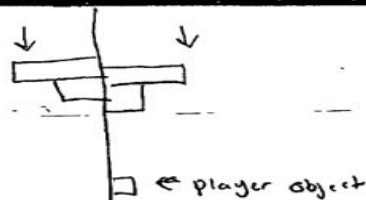
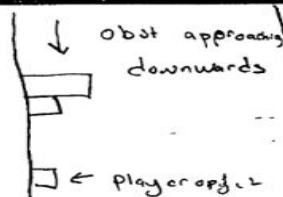
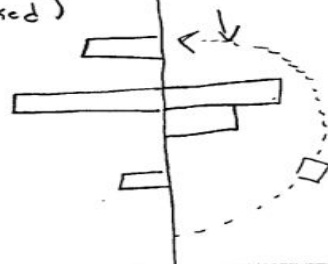
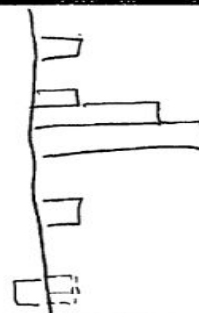
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Score board

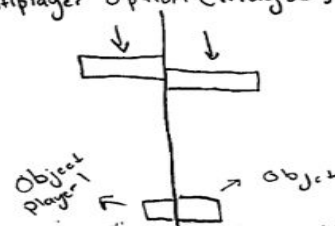
Lives : 3

Blocks jumped : 0

START

two options
(obstacles)Jump to avoid:
(mouse clicked)Flip to
the other side
to avoid

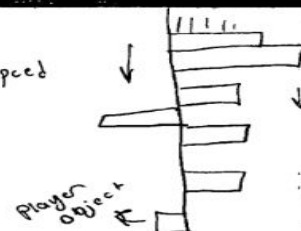
Multiplayer option (maybe)



Game Over

Lives : 0

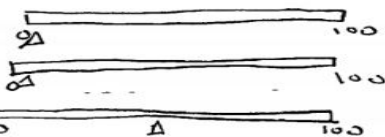
GAME OVER

Slabs will
increase in speed
and descend
more
oftenwww.communication4all.co.uk

Wind

Precipitation

Temp



All elements
can be
controlled

Start

no clouds



Wind

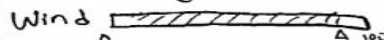
Precip

Temp

Increasing Precip



Increasing Wind

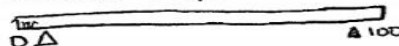


low temp
high wind
high per

Storm Surge



decrease temp



increasing temp


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