Executive abstract:

The Legendary Mozart is a level based music game, combining the legendary life of Mozart in the story of the game. The user can enjoy three game modes, including exciting story mode, challenging ZEN mode, and relaxing pure music mode. Through this fun and educational game experiment, the player can get known of the classic music and life story of Mozart. The game will be developed as a desktop application, utilizing the developng tool such as Unity, Magicavoxel and so on. The final product will be able to approachable for users of all ages, with a smooth and exciting game experiment.

Motivation:

Music education has not been paid enough attention to for a long time, which makes students lack the basic knowledge and interest of classic music. Much worse, people tend to listen to classic music less and less, partly because of its slow rhythm and recondite theory. Considering this situation, we are interested in developing a fun music game to help people start to enjoy the beauty of classic music. We believe that the most important part of a game is its exciting playing experiment, and then the player will naturally get interested in background story and art. And the music game is a perfect game form for performing classic music and the story of Mozart. The playing itself can be interpreted as the Mozart playing piano, with his music as background music. With these advantages, we believe our final product will be highly entertaining and educating.