**Final Project**

Assignment requirement: Iterative design

Submission requirements: Deadline for submission is 26 June. Zip folder (max 100MB) containing a repository of links to the GIT code. The repository must contain your original work, a link to the video documentation, and a narrative file that puts your work in context and outlines the design and development. Please export the narrative file as a PDF and submit it in Zip format.

Exhibition: dates not yet confirmed

**First time music game user feedback**

Advantages:

1. immersive music game enhances the user's sense of visual enjoyment

2. Three different scene perspectives increase the user's sense of playfulness

Disadvantages:

1. the obstacles are in a single direction and the gameplay is like Beat Saber, lacking sufficient creativity

2. the choice of music drums is not strong enough, the tempo is slow and not difficult enough

3. The smash effect is created by hitting the obstacles, but it could also be added with hitting sound effects or joystick vibration effects.

4. Could the narrative of the game be increased?

**Music game iteration**

Music section

1. replace the music with a more rhythmic one

2. enhance the drum beat of the music

**Gameplay section**

1. add creative gameplay to change the direction of the obstacles

2. improve the original function of hitting the ball to trigger the scene switch, change the "ball" to a portal to enhance the visual effect of switching between scenes.

3. add a sound effect after breaking an obstacle.

**Scenes**

1. Add a completely different style of sceneries.

2. Add a different game prop. 3.

3. Design a portal. 4.

4. add a different obstacle.