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David J (CC BY 2.0)

Fuzzy Logic

How can AI or randomness enhance the score?

? Content Question

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T Kiya (CC BY-SA 2.0)

Target Group

What are the typical players like? How is the score made for them?

? Design Question

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Challenging

What makes the score challenging? How difficult is it?

? Goal Question

+



John Danges (CC BY-ND 2.0)

Online Participation

Players join without physically being at the score's location.

+ Goal Opportunity

+



Michael J (CC BY-NC-ND 2.0)

Live Manipulation

A musician manipulates elements such as sound processing in real time.

+ Design Opportunity

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Amanda Wentworth (CC BY 2.0)

Metaverse

Where do you want to take the minds of the musicians and audience?

? Goal Question

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CA2M (CC BY-NC-ND 2.0)

Experiences

What core experience is being conveyed in the score?

- Flow Challenge

+



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Global Gamestate

Player actions are kept in sync to prevent inconsistencies.

+ Flow Opportunity