

Street Screech

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Video Link: <https://youtu.be/VKYqNkJfgz8>

Game Summary

Street Screech is a game about getting from Point A to Point B, but using your voice. The player controls a car where the volume of their voice controls the speed at which they move forward, and the frequency/pitch of their voice turns them left and right based on whether the microphone is picking up a low or high frequency, respectively. The player must attempt to follow the road to the best of their ability while driving through various stages to get home.

How To Play

Run the java executable

It may crash - if it does, restart it until it doesn't.

Click to get past the opening screen.

Shout into the mic.

If you find the threshold for turning is too low or high, hit the up or down arrow keys respectively until you feel they match your voice. In other words, if turning isn't working, hit up for higher voices and down for lower voices until you can hit the turning thresholds comfortably.

Try to get from one end of the road to the other.

Inspiration

We were inspired by the old SNES game *F-Zero* and the notion of screaming/shouting into a microphone from the game *Yasuhati*. We thought that the lack of control would provide an interesting lusrory attitude for play similar to games like *QWOP* and *Getting Over It*. Essentially this game can also mock the real life difficulties and frustrations of driving a car.

Future Work

If we were to continue the project, there are some quality of life improvements that we would definitely work on adding. The main addition would be an audio configuration menu where the player could set up their voice to adjust accordingly. Besides this, we would polish various things like menus, visuals, etc. In terms of gameplay, we would implement turning based on the magnitude of the frequency of the player's voice. We would also like to add more complexity to the gameplay through a variety of obstacles and maps. Lastly, we'd like to add

multiplayer, allowing players to compete together. This is of course in addition to general improvements of the game over all, such as additional content, polish, better controls, etc.