

DRUMMER VS A.I.

TEAM #4

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Contrucción de Software
y Toma de Decisiones
TEC CEM

OBJECTIVE

IN THIS PROJECT, WE THINK ABOUT A WAY TO REPRESENT HOW IN THE WORLD OF DRUMMERS TO CREATE A CHARACTER WHO EXPERIENCES SITUATIONS RELATED TO THE HEALTH PROBLEMS OF EAR CARE TO CREATE CONSCIOUSNESS ABOUT THE GOOD PRACTICES FOR PERCUSSIONIST TO PREVENT HEARING PROBLEMS IN THE FUTURE. ADDITIONALLY, THE PLAYER WOULD BE ABLE TO PRACTICE DRUMMING SEQUENCES IN A SIMULATOR, AND TAKE IN CONSIDERATION.

VIDEOGAME & WEB

AND NOW A DEMONSTRATION OF THE
FUNCTIONALITY OF THE DIFFERENT PARTS
OF THIS PROJECT.

FROM UNITY THAT CONTAINS :

- TWO MAPS
- ONE TUTORIAL
- INFORMATION OF THE OBJECTS
- AND A LOGIN/REGISTER PAGE

AND OUR THE EXPLICATION OF THE
WEBPAGE.

SCALABILITY

- NO HEALTH RESTORE SYSTEM
- DRUM SIMULATOR
- MORE ITEMS, LEVELS, MAPS, ENEMIES AND FUN

CONCLUSIONS

IT IS INCREDIBLE HOW UNCONSCIOUS WE CAN BE ABOUT MANY THINGS. WHEN WE ARE YOUNG AND MORE INGOARENT WE HAVE NO IDEA OF THE VALUE OF INTANGIBLE THINGS SUCH AS THE SENSES, OUR INPUTS OF REALITY. WE DO NOT IMAGINE OUR LIFE WITHOUT THEM AND WE TEND TO MISTREAT THE SENSE OF HEARING A LOT. IT IS GRATIFYING TO KNOW THAT WE HAVE WORKED TO RAISE AWARENESS ABOUT THE CARE OF THIS SENSE THAT ALLOWS US TO ENJOY MUSIC AND COMMUNICATE AS WE DO NOW AND EVEN MORE REWARDING TO KNOW THAT WE CAN ACHIEVE IT THROUGH A FUN AND ENTERTAINING METHOD LIKE A VIDEO GAME

The image features a white background with large, abstract pink watercolor splashes in the top-left and bottom-right corners. A black rectangular border frames the central text area.

**THANK YOUR FOR
THE ATTENTION**

