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**Exercice 7 – Project 3 Prototype 1**

**Short description** : A music simulator. I want the game to be some kind of shooting/music simulator where the player controls an ellipse that will be moving in a similar manner of the one in Pippin’s game : ‘’Simple’’ Spaceship. The player will be moving around the canvas, trying to reach the targets to create a unique melody. When the player overlaps an ellipse, a sound will play and depending on where the mouse is in the canvas, a different beat will play in the background.

**Initial ideas (technical approach)** : When the player successfully shoots a target, the ellipse could grow and shrink, like a wave movement. If a target gets hit, a music note would play at random between Do Re Mi Fa Sol La Si Do (it’s obvious that I’m not a musician). I will use polar coordinates and velocity to move the player, and arrays to display the targets. I’m still insure about this, but I might add collision between the ellipses. I also want to use the p5 sound library to add a beat in the background. I will need to create a class for the player and one for the shapes.

Maybe some ellipses will be able to change color (at random depending of the time left -I want to use a timer of about 2 minutes). I would like to also track where the trail of the player is, so it looks like a short snake.

**Visual sketch** :



