Title: Listen Up!

Logline: Play it by ear!

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Play Description

A sequence of sounds will be given to the player. Each sound corresponds to a bead on the grid. Clicking on a bead will play its corresponding sound. The goal is to figure out which beads, when played in a particular order, will recreate that sequence. At any time, the player can press the enter key to hear the sequence again. The game will consist of multiple levels, each more difficult than the one before.
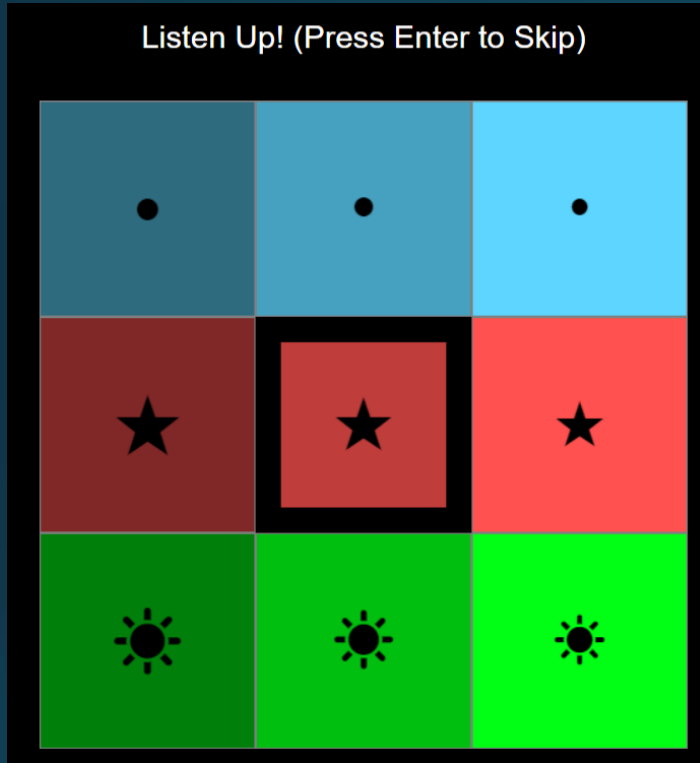
Levels 1 – 4: Increase grid size by one additional column with each level.

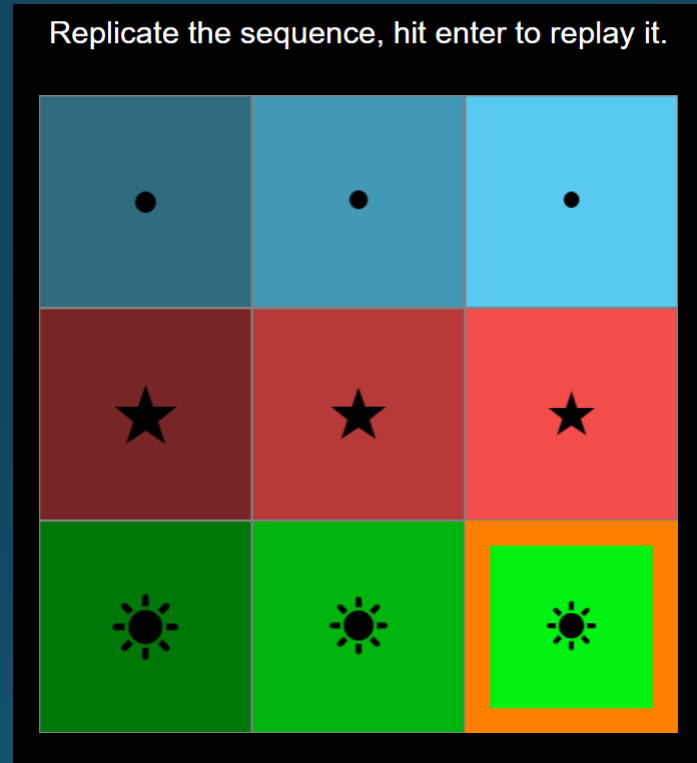Level 5: Add a new instrument at the bottom of the grid (4 rows).

Level 6: Same grid as level 5, but sequence of 4 sounds.

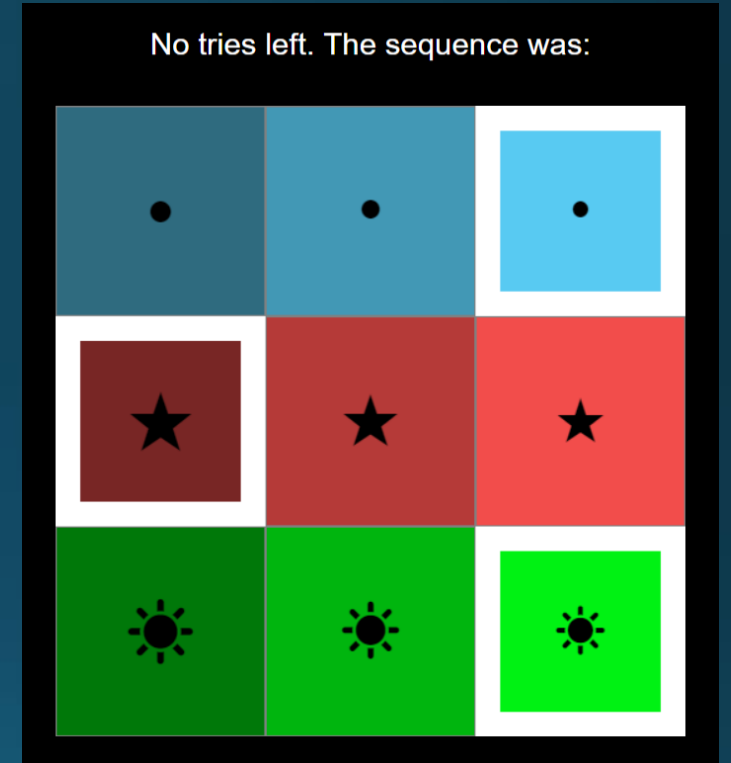Level 7 (final level): Same grid as level 5, but sequence of 5 sounds.

Screenshots

Play each sound on the board.

Clicking on the right bead puts an orange border around it.

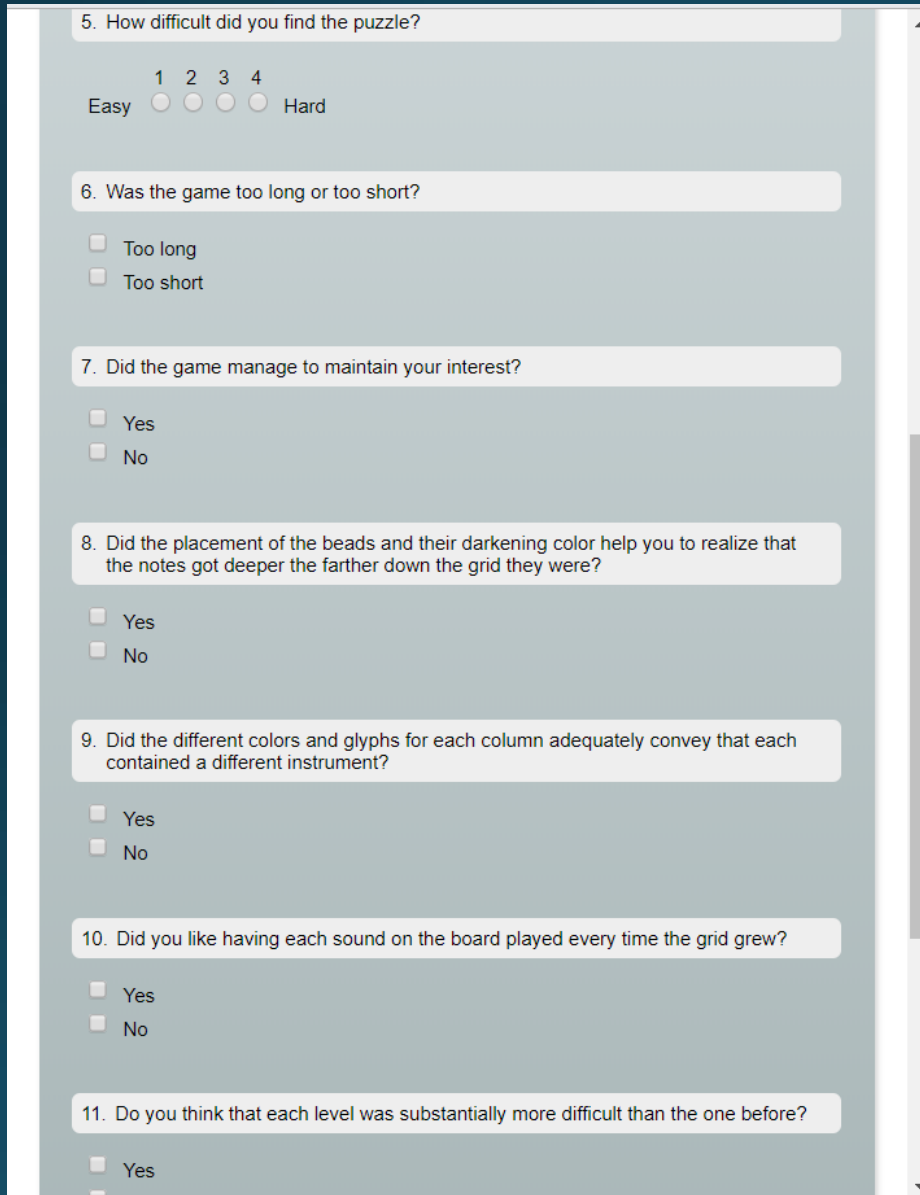After using all tries, the answer its shown to the player.

Key Features

- The sequence that players must solve must be random with every new game.

- Multiple levels, each with increasing difficulty.
    - Allows players to get a handle on how the game will work.

- Each row must contain a different instrument, and the notes in each row must be increasing in pitch.
    - Allows the player to deduce where the right sound is upon making a mistake.

- Replay the sequence to solve for at any time for reference.

- A way to tell the player that they're making progress.
    - Orange border after clicking on the right sound in the sequence.
        - Clicking on the wrong sound gets rid of all orange borders, indicate that the player must start the sequence from the beginning.

Play-testing

- The game is far more about short-term memory than I thought.
  - Replay the sounds on the board at the beginning of each level, and do so at a slower pace.
    - Give the player a chance to process all of the different sounds.
    - Remind the player that the can replay the sequence with the enter key.
- The game was already challenging, so the difficulty curve had to be scaled down.
  - Rather than an increase to both board size **and** sequence length, change only one per level.
    - Keeping track of 5 sounds was difficult, so save for the final level.
  - Increase the interval between notes to make it more distinct.
- Having pitches decrease from top to bottom was not very intuitive.
  - Changed to rows: notes increased in pitch from left to right, similar to an actual piano or xylophone.
- Hard to differentiate between a piano and a harpsichord.
  - Changed harpsichord to guitar.

Survey

Key Questions:
- How difficult was the puzzle?
- Were signifiers for different instruments and pitches adequate?

Survey Link:
https://www.murvey.com/s?5b93252b2f0b18db04a73684

Updated survey:
https://www.murvey.com/s?5b99cc006987a5df04be739e

Critique

- Start at the lowest sound and move to highest.
  - Matches the layout of the board from lowest to highest.
- Use of C Major scale with intervals of 5.
- Increased the number of instruments during the game.
  - The trumpet is added as a fourth row at level 5.
- Skip the playing of the board sounds at the beginning of each level.
  - Player can now press enter to do so.
- Play the sounds on the board at the beginning of each level faster.
  - Cut down the time to half a second between notes on the same row, 3/4 second in between rows.