

## **Game Development Assignment 4 Process Work:**

**Josh Simon**

### **Objective:**

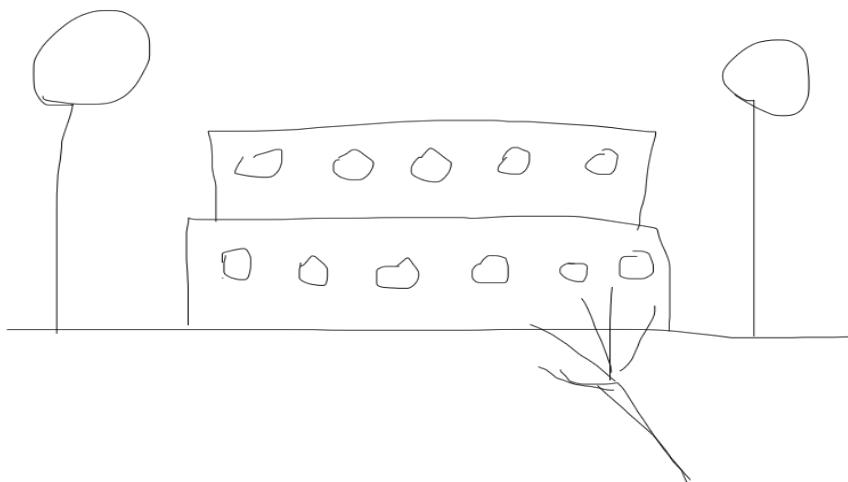
Create a mixing game where you can turn some kind of node on and off to add a sound. Together, all sounds create a looping song.

- 8 or 16 Bars (Will change amount of time a new sound takes to join the mix)
- 120 BPM
- Am Key
- If all samples are exactly 120 beats per minute and are all in the A minor key, they will all be cohesive and line up if the audio clips play at the same time.

### **Needed features:**

- Clickable nodes that change color when clicked.
- Moving arm based on cursor movement
- Tracks to play for each node
- Time sync of each audio clip (que system? Delta time?)
- Code to sync a node click with both visual and audio change

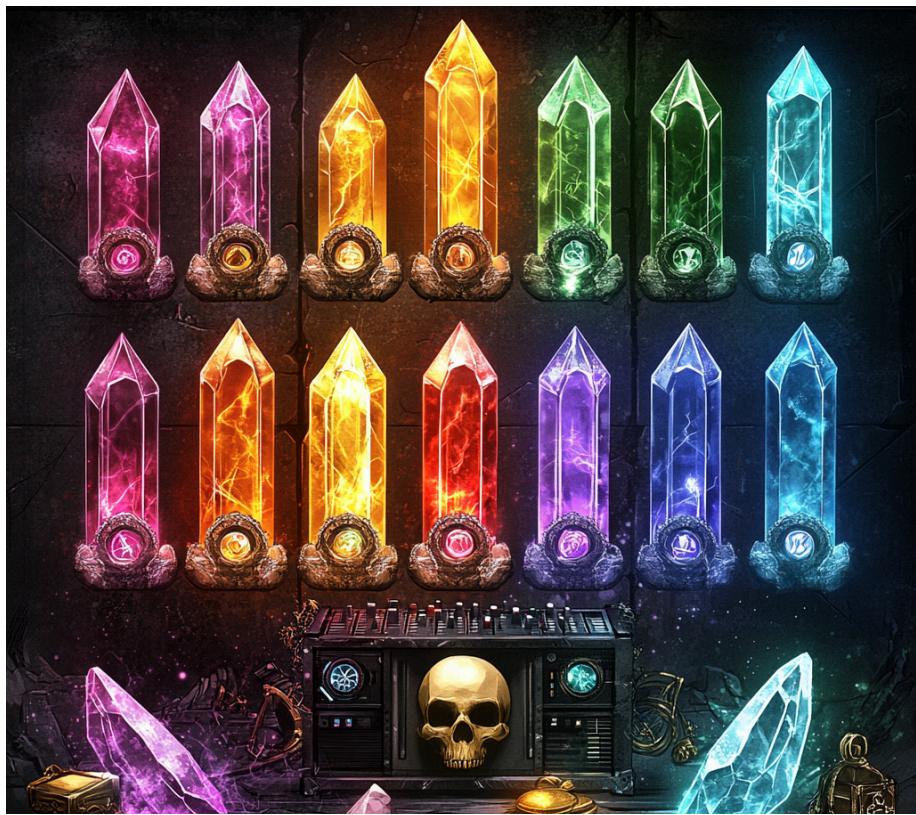
### **Rough Concept Sketches:**



**Midjourney Concepts:**











**Post Photoshop End Product:**



**Code Issues:**

- Isolate every object in photoshop and save it as a separate PDF with an exact pixel size.
- Load all assets in as separate entities.
- Load Asset variant of each 'node' layered on top
- Change tint to be reduced (0.5f for R,G and B?)
- On click - remove tint

**Tint:**

- Create variables: NormTint and OffTint

**On Click Remove Tint and Remember Selection on future frames:**

- Create connected array between track number and assets
- Create hidden status to check if node is hidden or not on next frame
- Create bool: is mouse over asset (for glow on nodes with a mouse hover)
- If statement for mouse click using Vector2 position of visual asset array.

**Clean Up:**

- Add code to instantly turn off sound asset on 'off' click
- Sync with changing the 'hidden' status to true.