

Final Report

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Overview and Theme:

Our project is inspired by the game Trombone Champ, which is a Guitar-Hero style game featuring a trombone as the main instrument.

Things we Modeled:

We modeled a trombone with a body and slider that animates smoothly according to the note that is being played. To the right of the trombone is a track that notes for each song will scroll across, and a bar that indicates when these notes should be played

How to play the trombone

The game can be played in two ways: The first is with the number keys 1 through 8 which correspond to the eight natural notes in an octave (C to C). The second way to play is by using a vertical slider that plays notes based on the mouse position. The mouse position option adds the ability to play half-stepped notes, which increases the difficulty of gameplay, but also allows the player to play a wider range of songs. Playing the trombone in either of these ways will cause audio files to be played corresponding to the note hit.

How to play the trombone to songs:

We included three songs in our game: Mary Had a Little Lamb, bound to q, Jingle bells, bound to w, and Row Row Row your Boat, bound to e (press the corresponding key to play the song). The songs increase slightly in difficulty, going from easiest to hardest in the order listed. To play along, play the corresponding notes on the trombone (see above for playing notes) to the gray sliding squares as they cross the vertical blueish bar. The note will turn green if you hit it on time, and red if you miss it.