Game of Notes

Regelbeschreibung

- Notes moving around in 3D space

- Each note has an exact pitch

- The notes can be dead or alive

- If notes get close to each other, they are regarded as neighbours

- Living neighbouring notes with specific interval relations are attracted to each other, otherwise they are repelled

- The number of neighbours a note has determines what happens to the note
  - A living note will die if it has none or more than 7 living neighbours
  - A dead note will come to life if it has more than 2 and less than 6 living neighbours

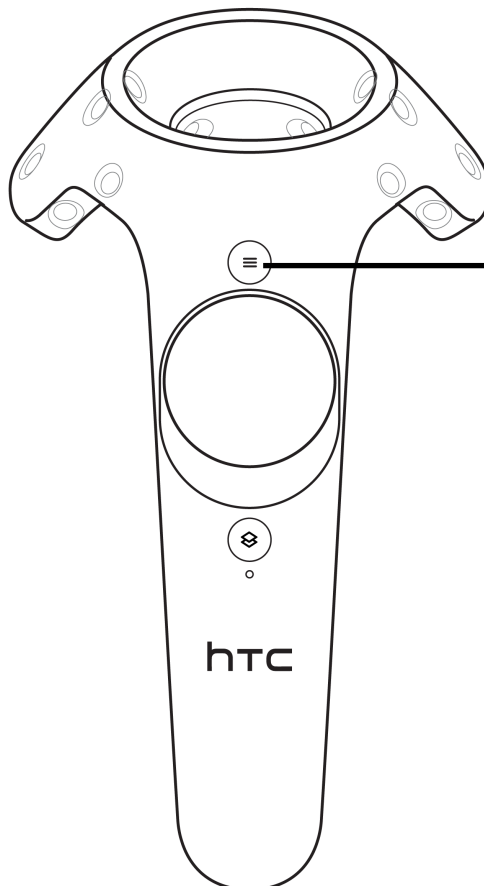# Funktion der Controller

Left controller

Right controller

Grab a note

Grab a note

Attract all living
notes to the
controller

Attract all dead
notes to the
controller

Hold for 2 seconds
to reset the scene

hTC