

Timeless Record Player

Goal:

A clean interactive experience of going through records and playing the chosen one using a record player; somewhat a copy of a real-life experience.

Composition:

On the left side of the screen, there will be a stack of records (inside their albums). On the right side there will be a record player.

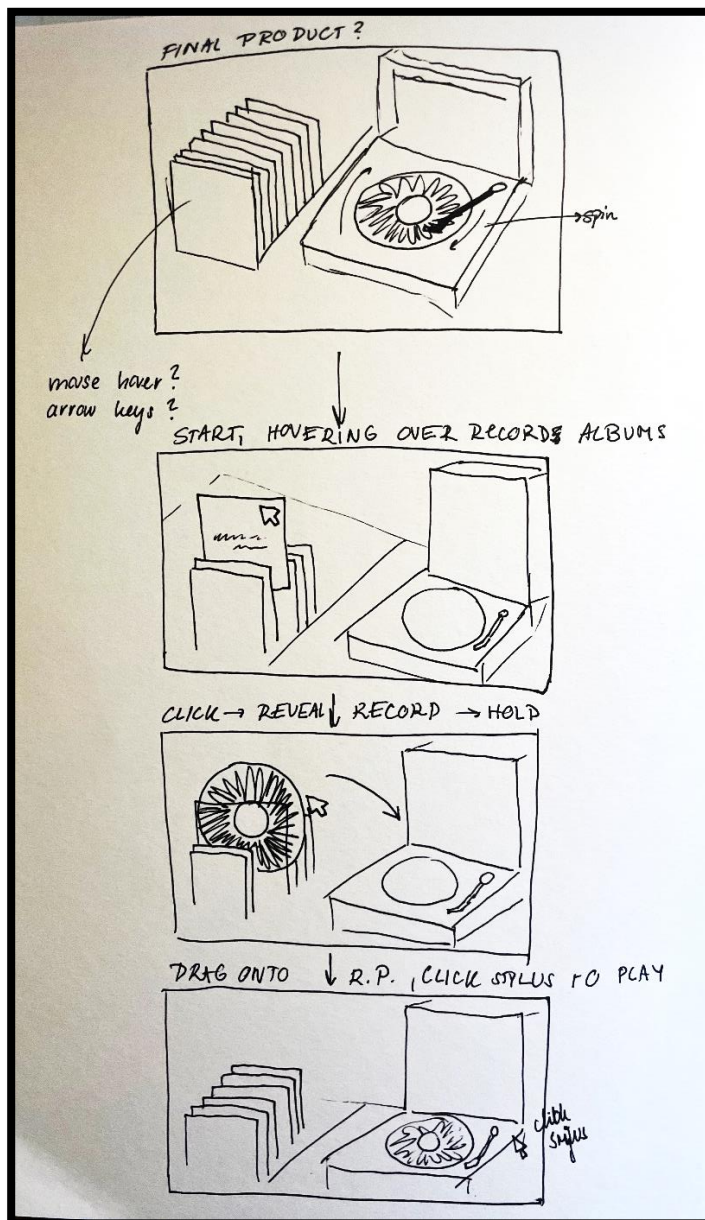


Figure 1 - Screen layout

Mechanics:

Stack of records

- Controlled by mouse movement OR arrow keys <up arrow> + <down arrow> to reveal an album cover.
=> *slide up animation, sound effect*
- When clicked <left click> on the revealed album, the correct record is revealed at the mouse cursor. => *no transition, sound effect*
- Drag record over to the record player. <mouse pressed, released>

Record player

- When the dragged record is within the boundaries of the record player and let go <mouse released>, it will place the record on the player. => *no animation, sound effect*
- Start rotating. => *crackling sound effect*
- <left click> the stylus to move it onto the record and start playing the song. => *crackling sound effect to music*
 - Record spinning animation
- <left click> stylus again to move it off; stop playing music

Background

- Changing textures with music

Summary:

ASSETS	CONTROLS	SFML & CODE
background	<right click>	click and drag sprites
record player	<arrow up> - <i>optional</i>	play tracks
album covers	<arrow down> - <i>optional</i>	hide and reveal sprites
one or multiple records		quads
sound effects – picking up, placing, crackling		spinning movement/animation
approximately 10 song tracks		

Art Assets:

- I. (Box) Record player
- II. Stylus
- III. Album covers (~10)
- IV. Records (~10)
- V. Static elements (table, background)

+ *additional small objects and elements to support the atmosphere (?)*