

Song Drifter

The idea is to make an arcade game in which the player moves with the mouse and has to “drift” through the space and dodge the sound waves of a song. The reason why I want the obstacles to be sound waves is mainly because this way I could easily create a different level by just changing the song, and also because I want to experiment with the **p5.sound** library.

The basic objects that I want to include are the player and the obstacle that is going to change its form in relation to the sound. Because I’m thinking of multiple obstacles I may use arrays for this.

The visual theme that I would like to create is a “neon light” one. I think the best way to represent the player for this game is with a triangle because I can use one of its angles as its “head” to see in which direction it’s facing, so I could use a form or an image, however the obstacles (vertical bars) have to be strictly a form because that way I can modify them more freely.

Sketch

