

Design Document: Clap Hero

Main Theme:

This game is based on guitar hero, where music plays and the players are required to give input at the correct time to succeed. This means a scrolling bar that shows the notes at the time they are supposed to be played. Inputting a note is done through clapping. Clapping is recorded via microphones and evaluated to see if it was timed correctly. Timing the clap correctly might give points and could possibly advance the music (the game could feature layering music which gets more intricate if the players perform well). Timing the claps incorrectly will indicate an error through some sound and could possibly degrade the music when using layered music. Performance could be measured through points or based on music layers.

Controls:

This game is played with with clapping and/or singing. If the player claps or sings the right note at the right time, the group in which the player is, gets points..

Setup:

We place a minimum of 2 microphones in the auditorium and connect them via a wire to a computer. We connect that computer to a screen. The screen features the main interface including the scrolling bar and an indication of progress.