Sprint 3 - Game Notes

**There is a known bug the windows version where there is latency in the microphone input. We have tried to fixed, but have had no successes.**

For this game, we chose to use the pitch of the players whistle as the input method for a pacman-style arcade maze game. There are 4 levels to the game – each procedurally generated offline with a randomised Prims maze generation implementation, and slightly modified by hand –populated with collectables of varying score, and in the later levels enemy agents that move between random points in the maze grid.

# How does the chosen innovation enhance user experience or gameplay?

Using the player’s voice as input to the game’s control system gives a new take on arcade style maze games. The game can be played with multiple players controlling the character, working together to get the pitches correct. The game allows for spectators to get involved as the gameplay continues.

# How did you change your information design and feedback to take account of the interface?

The main screen starts with the player able to configure the threshold for their mic. A wheel representing the pitch of the input audio is displayed, and this is also present throughout the game so that the user can visualise the sound they’re making, and how the game understands the sound they’re making. This makes the game much easier to pick up over having no feedback at all, as the player can tell what pitch corresponds to movement in what direction.

# Did the interface have any impact on the mechanics / dynamics of your game?

Although there were some changes, the mechanics of the game were mainly unchanged compared to usual maze games. The player’s movement was still bounded by the walls of the game, so the familiar mechanics meant the purpose of the game and end goal was easy to understand. The game dynamics changed over a typical maze game, as we found that players would often whistle a note and then upon looking at the pitch wheel would alter their tone to get the correct direction. The game was much harder to pick up than a normal maze game as the controls took more time to grasp, but the fact that it did not rely on key bindings meant the game was fun to play together as a group where everyone would try together to get the ball rolling in the right direction.