

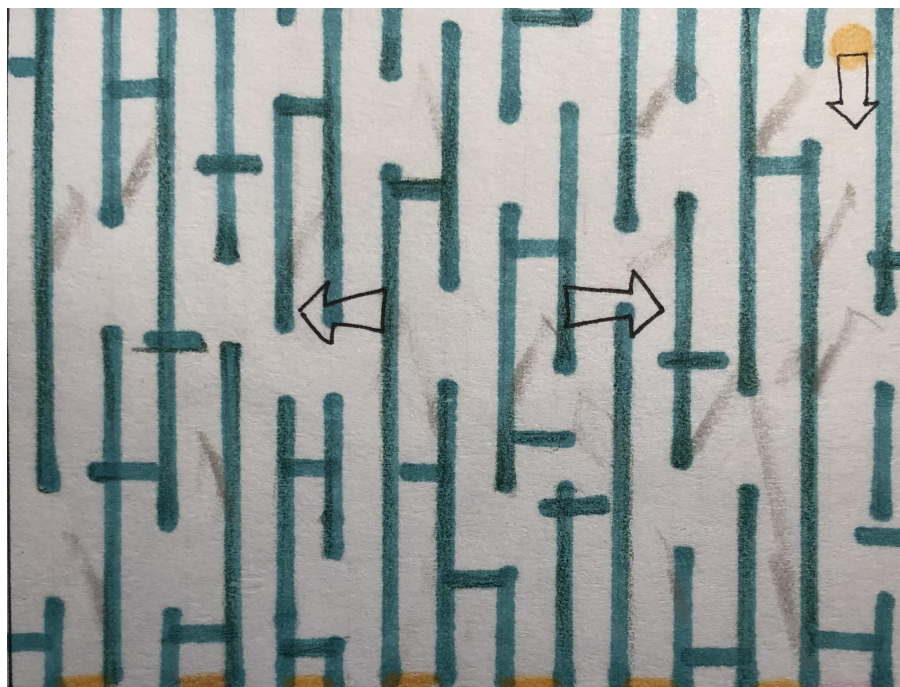
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Project2: Proposal  
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Due Date: March 25th

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This project is about a game that doesn't end with a win or a lost flag, this simulation is to be enjoyable and meditating. Bamboos are well-known for the meditating sounds they produce, and their use in floats and other instruments.

This Project is a randomly composed music game. The visuals resemble a bamboo forest. There is a red ball between the trees that is slowly falling and the user needs to lead the ball to the desired box that is located at the end of the trees. Each box produces a single meditating note that is originally produced by bamboo trees. The notes inside of boxes are hidden and different from each other, this is how a random composition or a melody is created by the user. There are 8 balls that fall one by one, therefore the user has the time to lead them to any box. After the game is finished the composed melody is played.

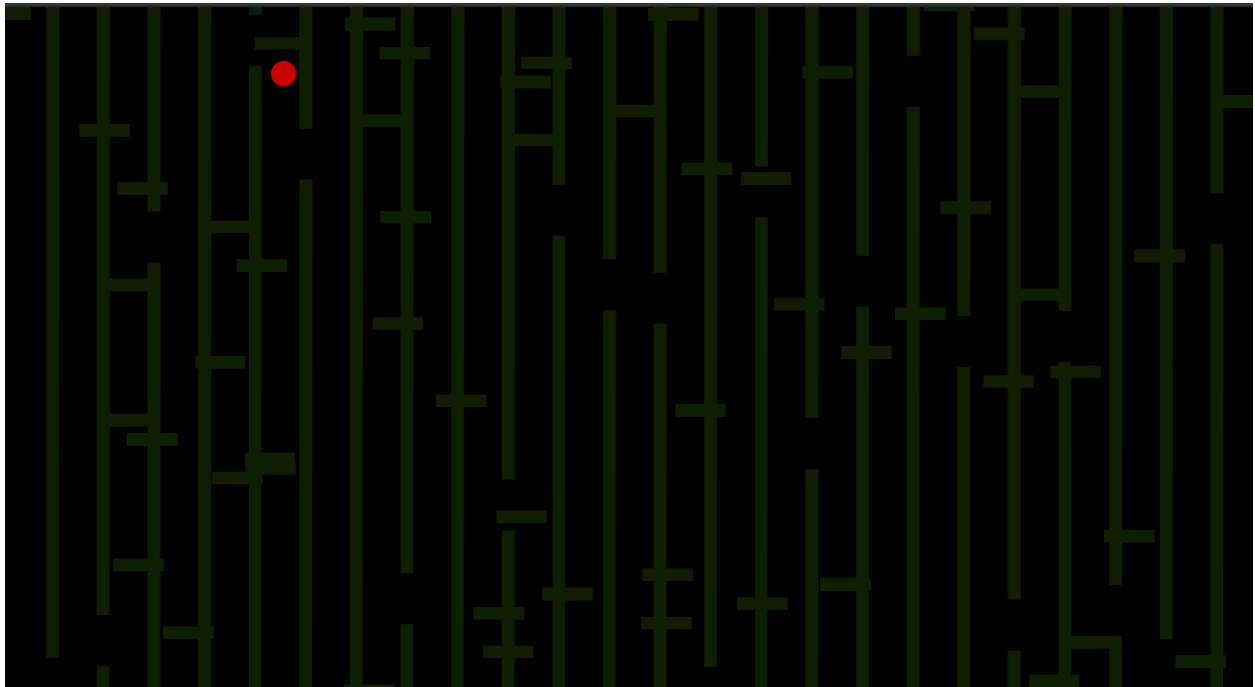
But leading the notes is not that easy. There are a few entrees that the ball can only pass through them in order to fall on the desired box. Not to mention that there are also leaves and benches along the way that can stop the ball from falling.



In this game, the user does not move the ball but the trees. Automatically the trees move either to the left or the right side of the screen. Every time the user presses the mouse the direction of movement changes, that's how the ball is led to a specific direction.

The user needs to maintain the ball between the trees; if the ball touches the trees or the benches, it disappears.

In the prototype, I have proceeded with displaying the trees, the entrees between them ,and the benches. At this point, the user can also control the movement of the trees. The prototype gives a clue about the initial interaction between the user and the game. The relations between the balls, the trees ,and the note boxes are yet to be programmed.



The challenge I expect to experience is how to play the composed melody at the end of the game since there are a hundred possibilities about the order of notes.

I intend to keep the visuals minimal, but still going to improve the appearance which is presented in the prototype. Pastel colors, 2D shapes ,and transparent leaves in the background can be described as the expected final visuals of the game.