GA SEI – Project 1

Concentration (memory game)

Title: Unison

Objective: To match the provided audio tones (1 to 1) by their tones. Looking for the UNISON note!

1. Game will hold the chromatic scale
   1. Set of 12 different pitches
      1. c/c#/d/d#/e/f/f#/g/g#/a/a#/b
2. Landing page
   1. Title
      1. UNISON
         1. Subtitle (Tonal Matching Game (in the works))
   2. Start button
      1. button
         1. Leads to difficulty page
         2. Pop up element upon entering that is the instructions to the game
            1. Toggleable for repetitive play without constant viewing
            2. Click the arrow key at the bottom left to toggle through the instructions if space is required. Click close to close (toggle the check box to not see it again on restarting and reselecting difficulty
   3. Instruction
      1. Button
         1. Leads to instruction page
3. Instruction page
   1. Organized description on how to play the game
4. Difficulty page
   1. Practice
      1. 2x2
         1. Holds 2 different tones
   2. Easy (smaller grid)
      1. 3x3
         1. Holds 4 different tones
         2. The middle square will not be used
   3. Medium (larger grid)
      1. 4x4
         1. Holds 8 different tones
   4. Hard (huge grid)
      1. 5x5
         1. Holds 12 different tones (maximum steps)
         2. The middle square will not be used
5. Game Page (from top down)
   1. Time at the top
      1. (timer starts high and decreases / timer starts low and increments)
      2. Timer can possibly decrement on incorrect guesses (only possible if timer starts high)
   2. Score (middle of the top)
      1. Score could be time to clear stage
      2. Score could also be based on matches
   3. Display area
      1. Grid displaying square/circle/object that can be interacted with
         1. Changes color on interaction
         2. Plays note audio on interaction
      2. The grid will be based on difficult. E.g. 4x4 5x5 etc.
      3. Grid objects will clear once matched
      4. Object will be held in close proximity to encourage faster solving
   4. Quit button