

The game I make is a music escape room, the player needs to escape the room by a certain amount of time, and once the timer ends, you will lose the game.

Version 1 of the music escape only features pictures for the player to read and solve the puzzle. However, that is not interactive, and it's very easy to solve. Losing the feel of what a game should be.

Components:



(The final answer, just by looking at those pictures, can be easily identified: 476)

Fix:

- So I decided to make the puzzles more difficult to solve, as well as adding interactive components to solve.

Piano:

- For piano, I will add a clickable piano with a set melody that the player needs to reproduce
- Audio will play D Eb C B, which is Shostakovich's motif
- The player's job is to follow the pitch and play
- To make it easier for people who do not play music, the sheets on the piano will show D Eb C B, as well as a cheat sheet for piano fingering to make it clear what they should play.
- I also noticed the lack of drawings in the project, so I will hand-drawn the piano keys in Processing

Violin:

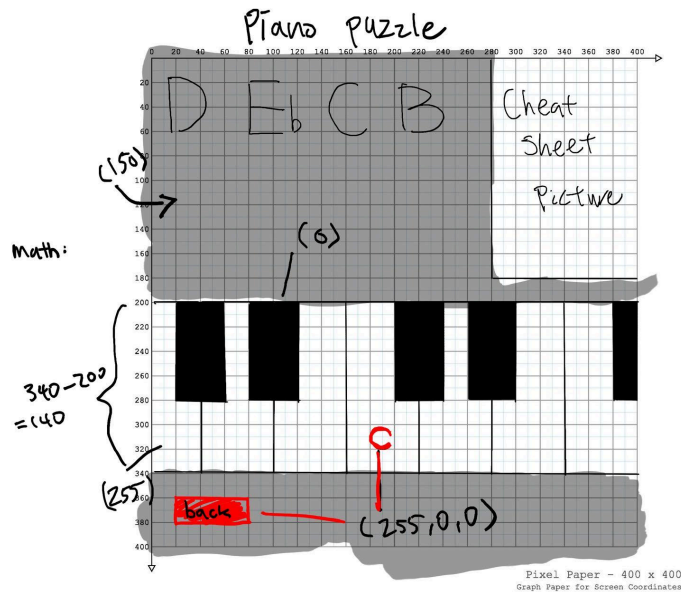
- I will add a virtual violin with out-of-tune strings.
- The player clicks either rotate left or right to adjust string pitches to match a target tone.
- In the game's case, it's the D string that's out of tune

Portraits:

- I love Shostakovich as a composer, so I will make a mini trivia about him.
- The melody that the piano is required to play (D Eb C B) is his motif, so for trivia, I will ask the player to identify the motif and it belongs to which composer.
- If the player gets it wrong, the penalty is to get an increase in speed for the time counter

Version 2

- Since there are no hand-drawn visuals in-game, and also because it's hard to find a high-definition piano keyboard image online I decided to hand-draw the piano keys
- The advantage of that is I can organize where players need to click to get the correct answer, if using an online photo, it might have measurement error



- Also, I find myself not wanting to change the composer quiz because I think my image is pretty clever 😊



- this one, the correct number is 4 since Shostakovich's portrait is in the fourth place

- So instead of making three interactive puzzles, there will be only violin tuning and piano playing

After testing out the window and rain, I find the rain's endless acceleration weird
Fix: So I will limit the maximum velocity so the rain does not accelerate forever!

after I made boolean isSolved = false; a local variable, my violin no longer worked????

- It turns out that I need to put if current room == violin on top of anything else's code :(that took me so long to figure out, that I even added println to check every button

Can't find class Door?????? :(???

- Turns out I am missing a } for my class:((((took me way too long again

Don't display the ending screen?

- It registered the local variable in the door class instead of the global variable! I got that conclusion after using println to update my global variable for isWon and isLost 😊
- Deleted isWon and isLost in my door class