Intro

* Guiding object is placed before the player
* Guiding object moves towards its target when player is close enough
* When player arrives at its guiding object’s target, object will visibly fly away to a location in the distance
* The player is supposed to go there
* The previous two steps may be repeated, to introduce the player to all game areas
* Once they arrive, the guiding object flies away
* After one or a few repetitions, this time the player does not see where the object will fly
* Now, the music shall guide the player

Game Jam Steps

1. Created a new Unity project titled Soundgarden
2. Imported AudioHelm
3. Tested basic generative music functionalities with AudioHelm: Created a script generating a melody on a selected musical scale
4. Started blocking out the game environment in an intuitive, explorative process: Placing and stretching cubes
5. Added music zones to attach certain music configurations to specific areas in the game
6. Realized that I already did all that in my MA thesis and imported ProcMu
7. Removed CSound-related code in ProcMu and started replacing it with calls to AudioHelm