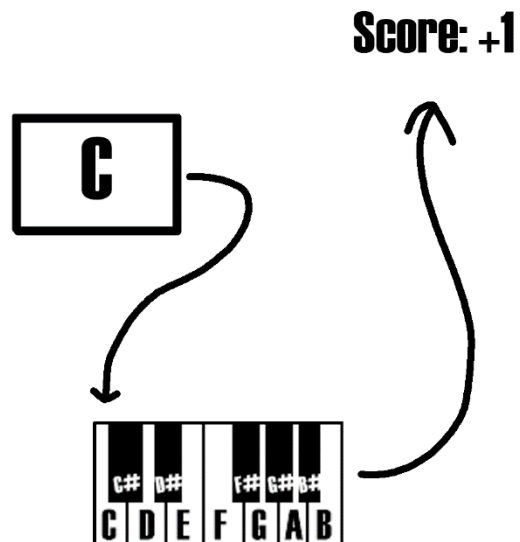


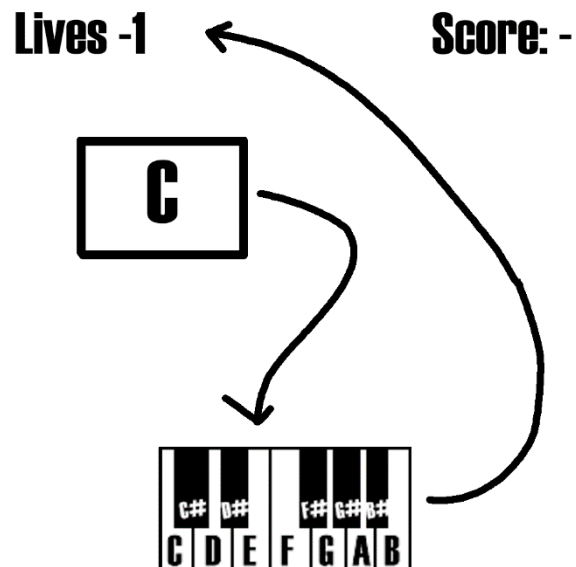
# PPP Design Doc

System:

Quiz:

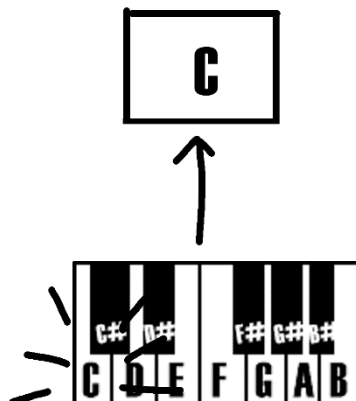


A good input. The score will go up to 10, to which it will send you back to the main menu.



A bad input. Inputting the wrong key will decrease the life count by 1. With a starting life count of 3.

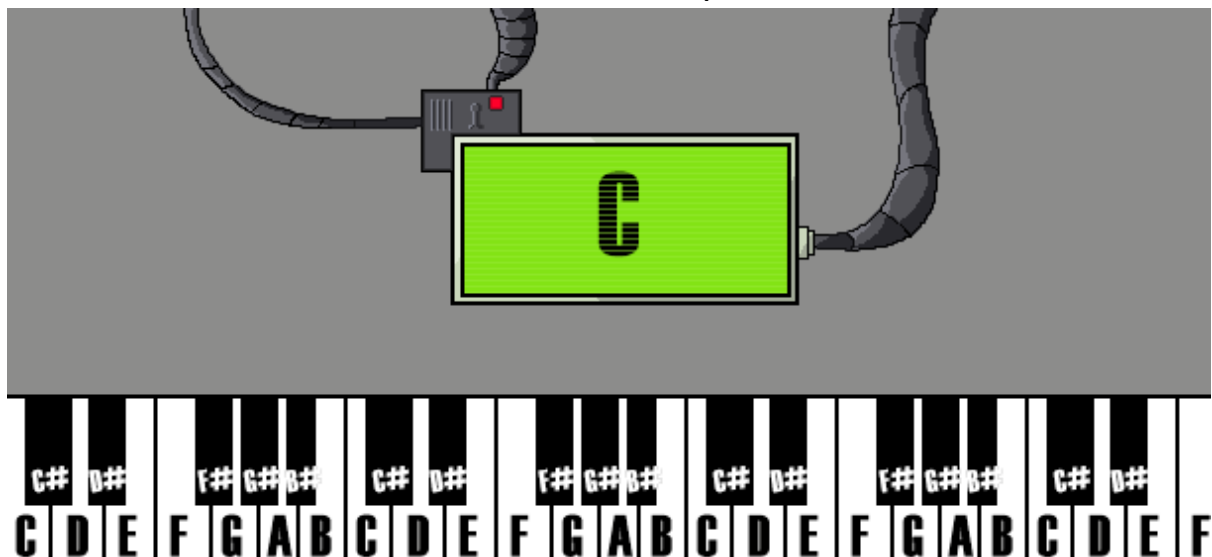
## FreePlay:



FreePlay mode would have no goal or consequence. It is simply a mode where you can play to your heart's desire. Whatever key you press will be displayed on screen.

## Visuals:

### Screen Concept:



Original concept had a full piano on the bottom. This was eventually scrapped due to how time consuming it would be to make a visual keyboard. All feedback would come from the screen.

### Screen Execution:



Executed into a 3d space went well. Piano keys were made before the visual keyboard was scrapped. However, I reused the key models as some visual flair in the main menu, seen above.