

Fruit Jam

A Beat-Making Sandbox Game

Core Concept

Fruit Jam is a program where the user assembles different music sequences from various instruments, just like DJ mixing.

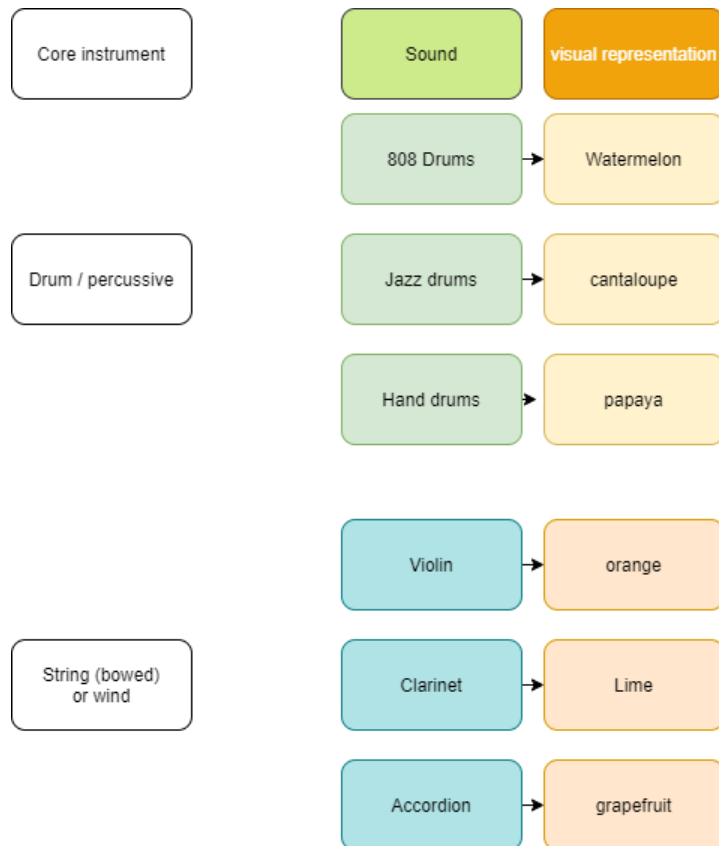
Different fruits represent different instruments/ sounds, and they each have a variety of melodies.

4 Core types of Instruments

Drums / Bass / Piano(keyboard/synth) /String or wind

Each instrument is represented by a type of fruit, each core instrument has different types of sound.

Example:



2 Core Modes

Live Mode

The user can choose to play each core instrument either separately or together. The user can select the sound of each instrument, the clip that is played by that instrument and adjust the volume. (Maybe the pitch too?)

Sequence Mode

The user can select clips from the Live Mode and place them in a sequence.

The sequence mode has 2 parameters:

tracks (each instrument = a separate track)

bars (generally, each clip = 1bar, but some clips might be 2 bars or more)

The user can add or remove tracks, and within each track, they can add many bars as they want. They can also leave a bar empty.

The animation will play accordingly.

Time Signature States

The default Time signature is 4/4 in the current prototype, all clips are one 4/4 bar at 120bpm.

However, an extensive goal for this project would be exploring other different time signatures, and have different states the user can choose from

- 4/4 mode (4 beats in a bar, each beat is $\frac{1}{4}$ note)
- 5/4 mode (5 beats in a bar, each beat is $\frac{1}{4}$ note)
- 3/8 mode: clips in 3/8 (3 beats each $\frac{1}{8}$ note)
- Polyrhythmic mode: clips of all of the above time signatures. This might be a bit chaotic and will be challenging to assemble a piece that sounds clean. (Expert mode)