

SCORE

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Record

4000



# PERCUSIONATEC

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**MENU**

**SIGN UP**





# GOALS

- Introduce children to the principles of the percussive world by implementing a video game that would help them to develop some skills that are required to play percussive instruments.
- In our video game we add some facts about three percussive instruments, tips about techniques, and made the levels progressive.





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# DESIGN OF THE SCENES





# DESIGN



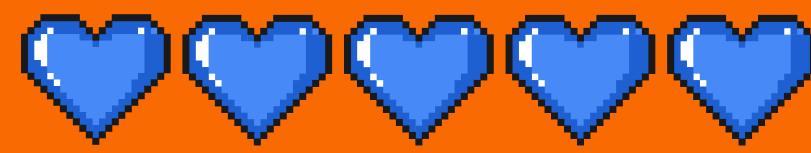
Choose your character

Sara

Dinosaur

Timmy

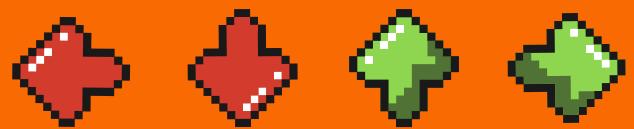




# INSTRUMENTS AND THEIR ORDER

- Variety of sounds.
- Opportunity areas.
- Progressive difficulty.





# GAME LOGIC

- Repeat sequences set by keys.
- No limits for errors.





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# PLAYER INFORMATION

## DATA REGISTER



**User:**  Result

**Name:**

**City:**

**Mail:**

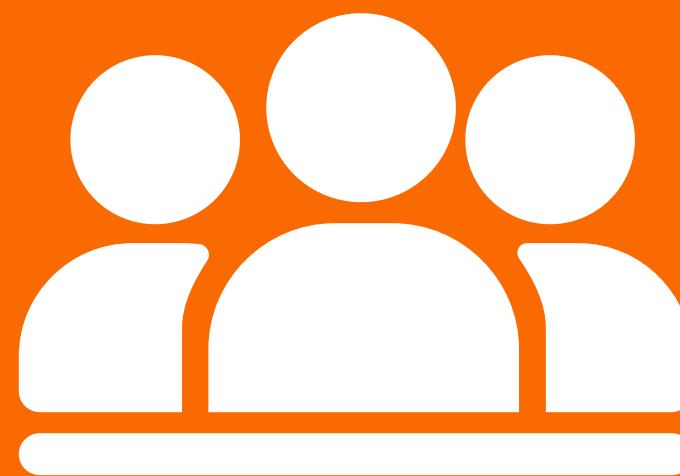
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**Date of birth:**

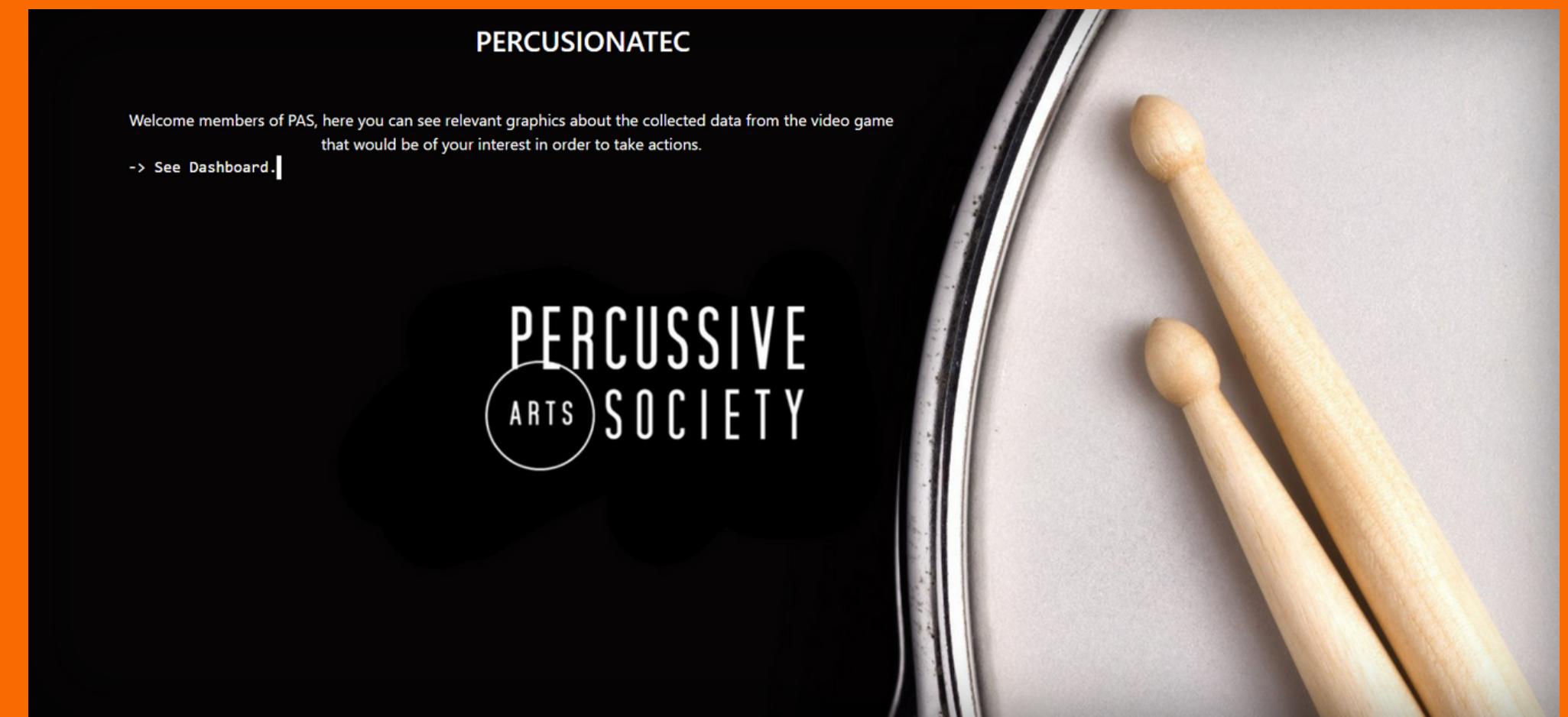
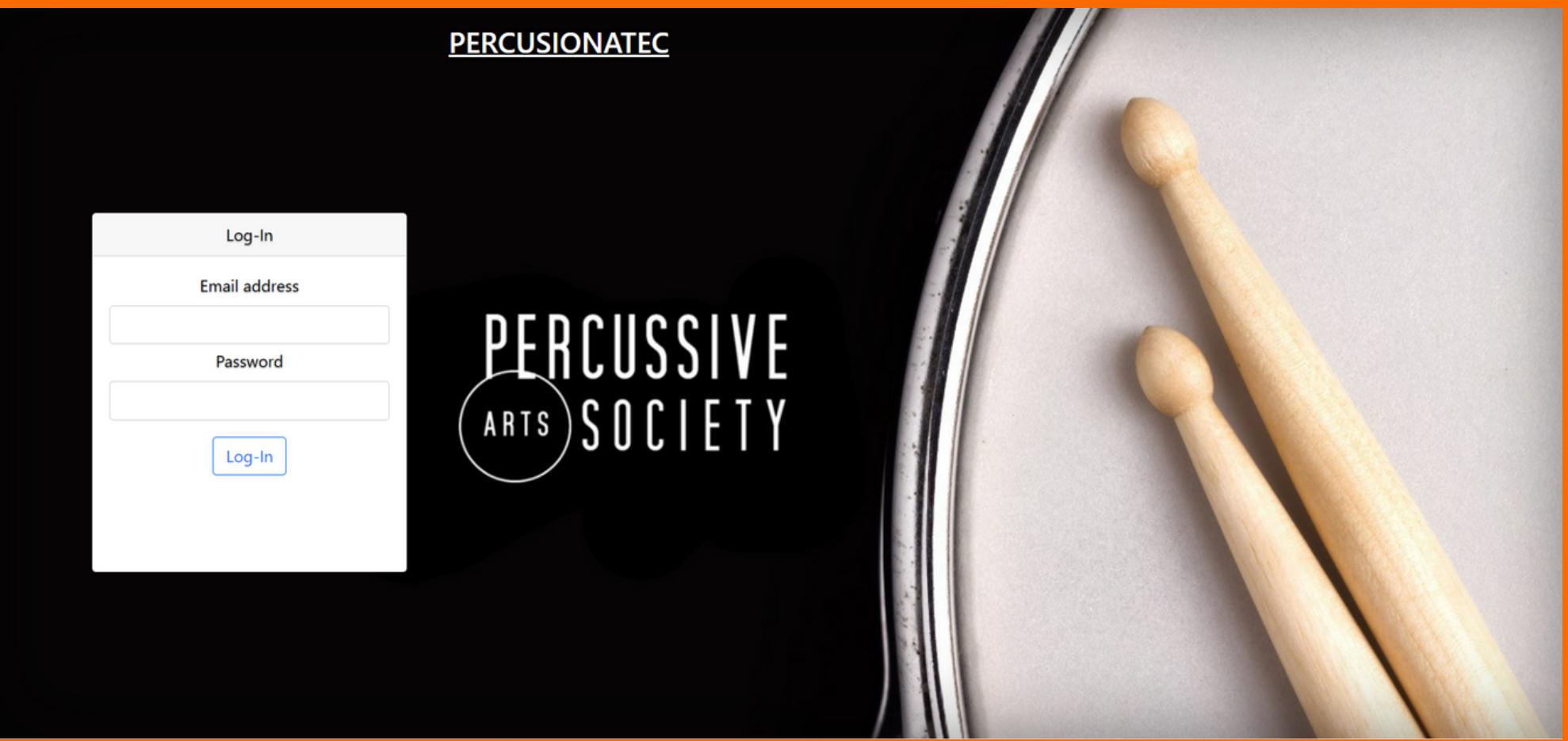
**Country:**

[Are you already registered? Go here](#)

Send Log-In



# WEB SITE





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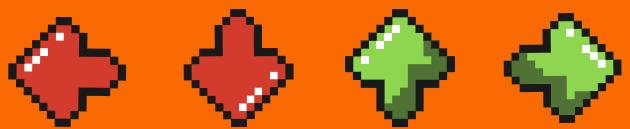
MARCADOR

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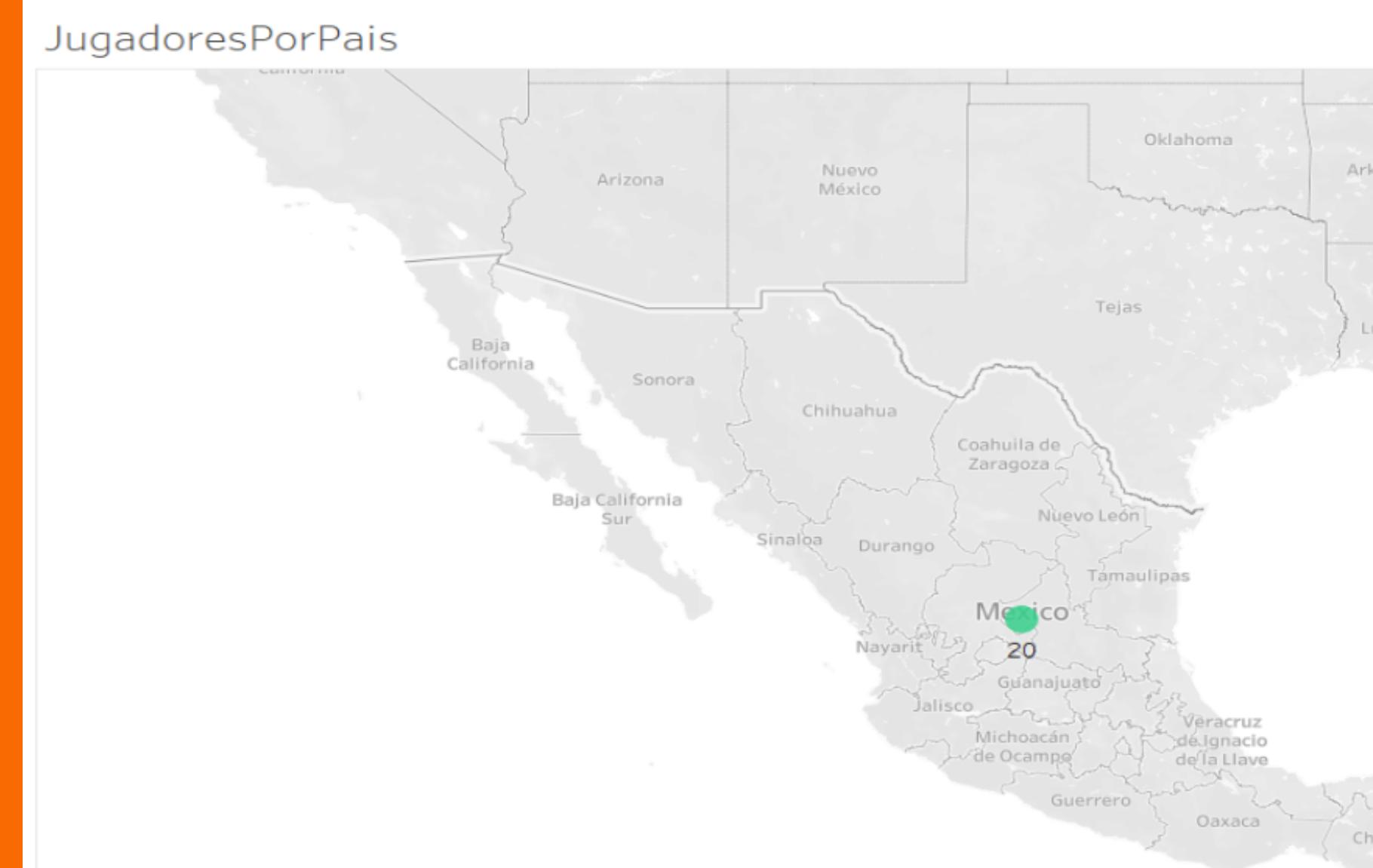
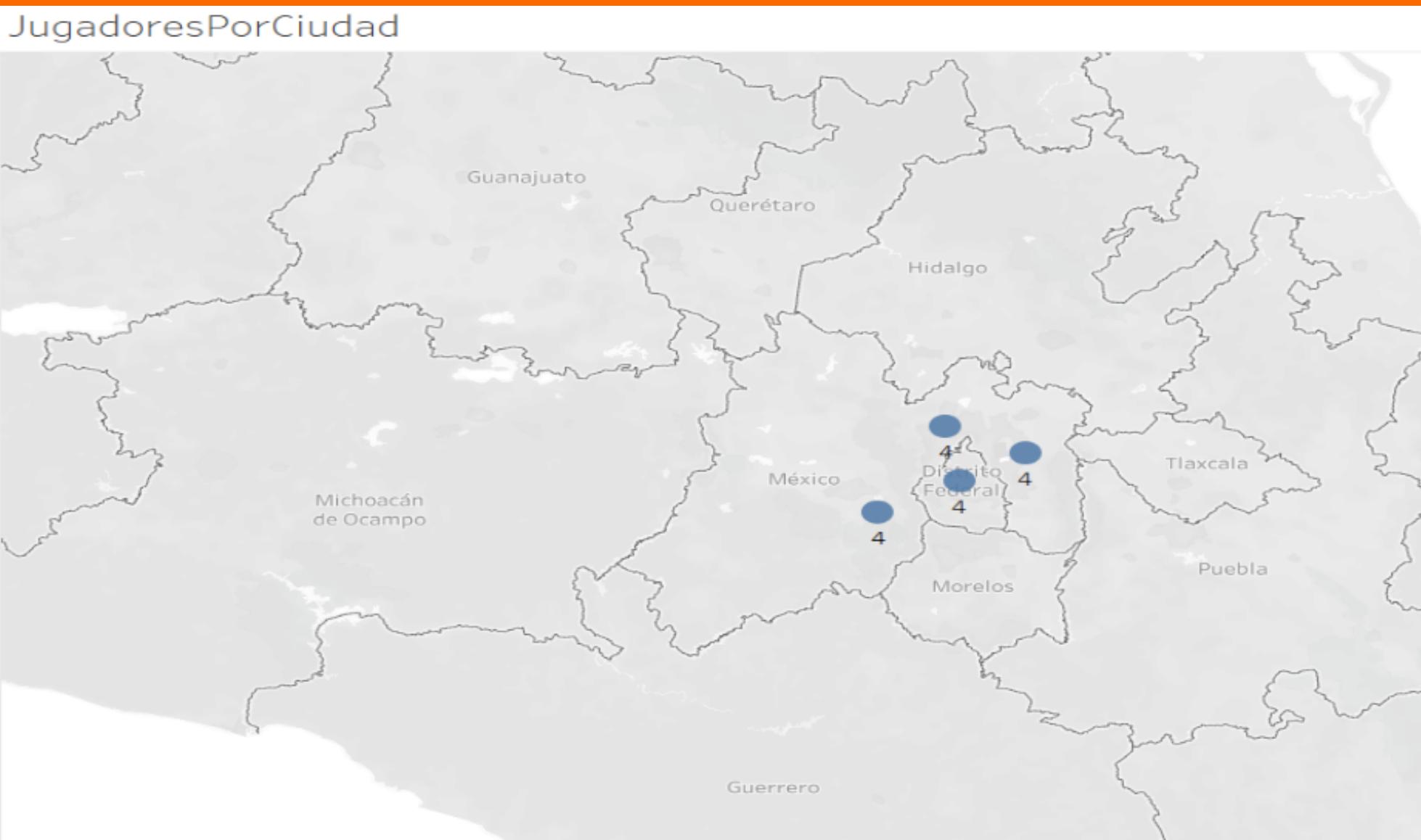


# DECISION MAKING GRAPHICS

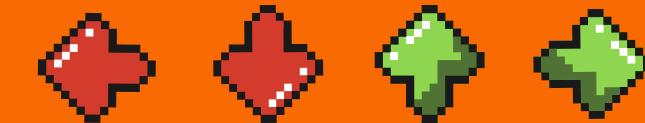




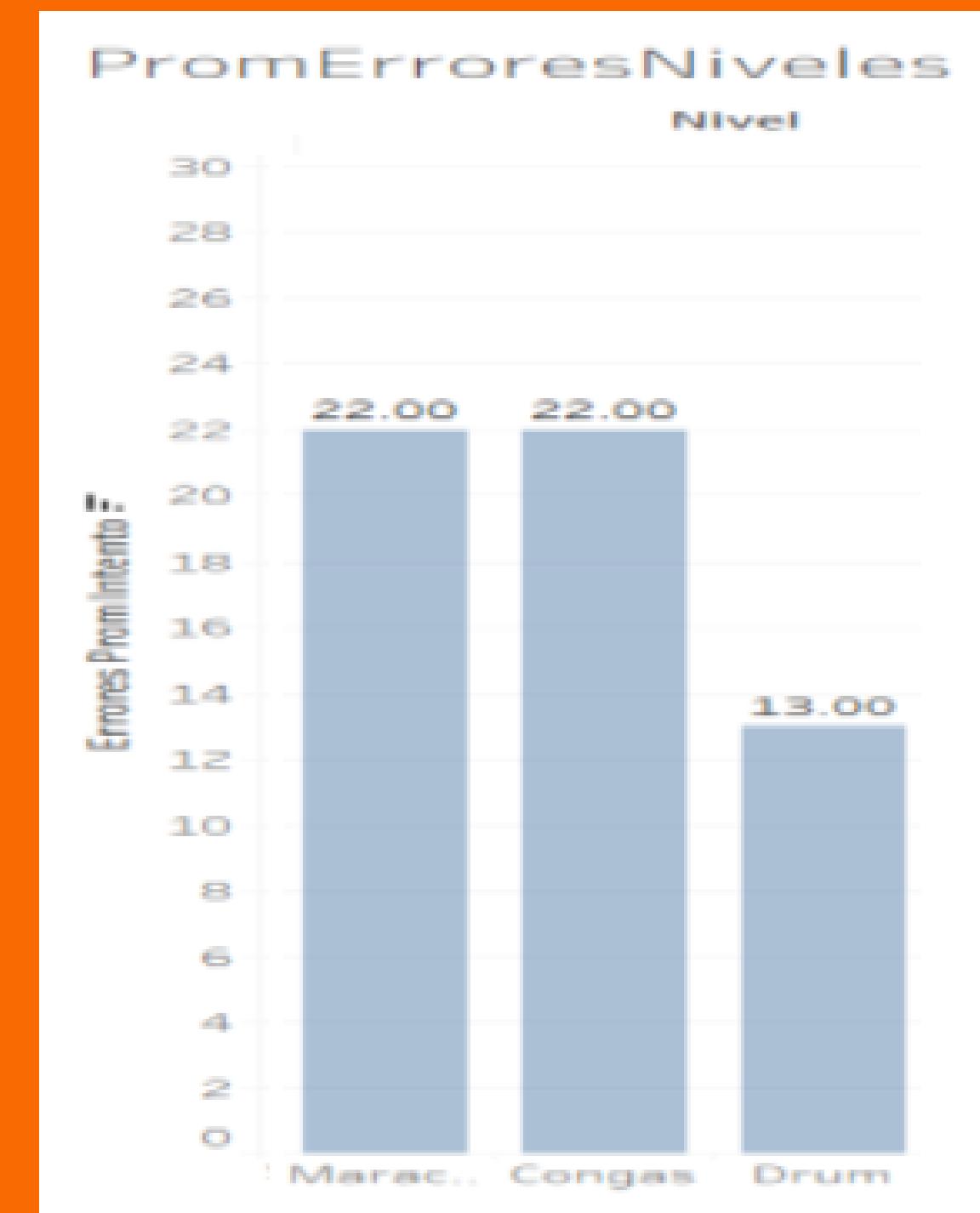
# PLAYERS FILTERED BY CITY AND COUNTRY



# NUMBER OF PLAYERS DIVIDED BY THEIR AGE



# AVERAGE OF MISTAKES PER LEVEL

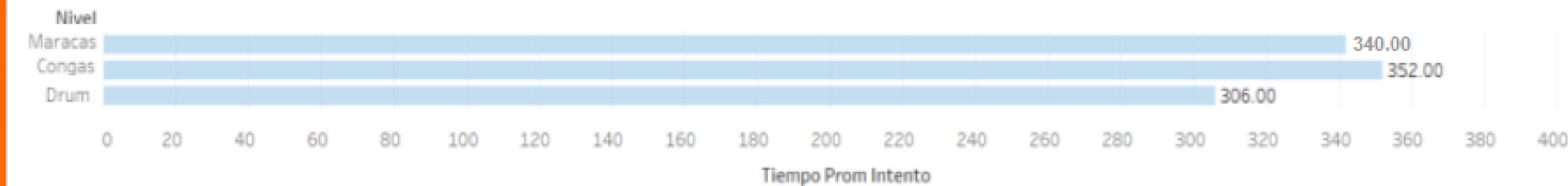


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# AVERAGE OF TIME PER ATTEMPT DIVIDED BY LEVEL

PromTiempointentoNiveles



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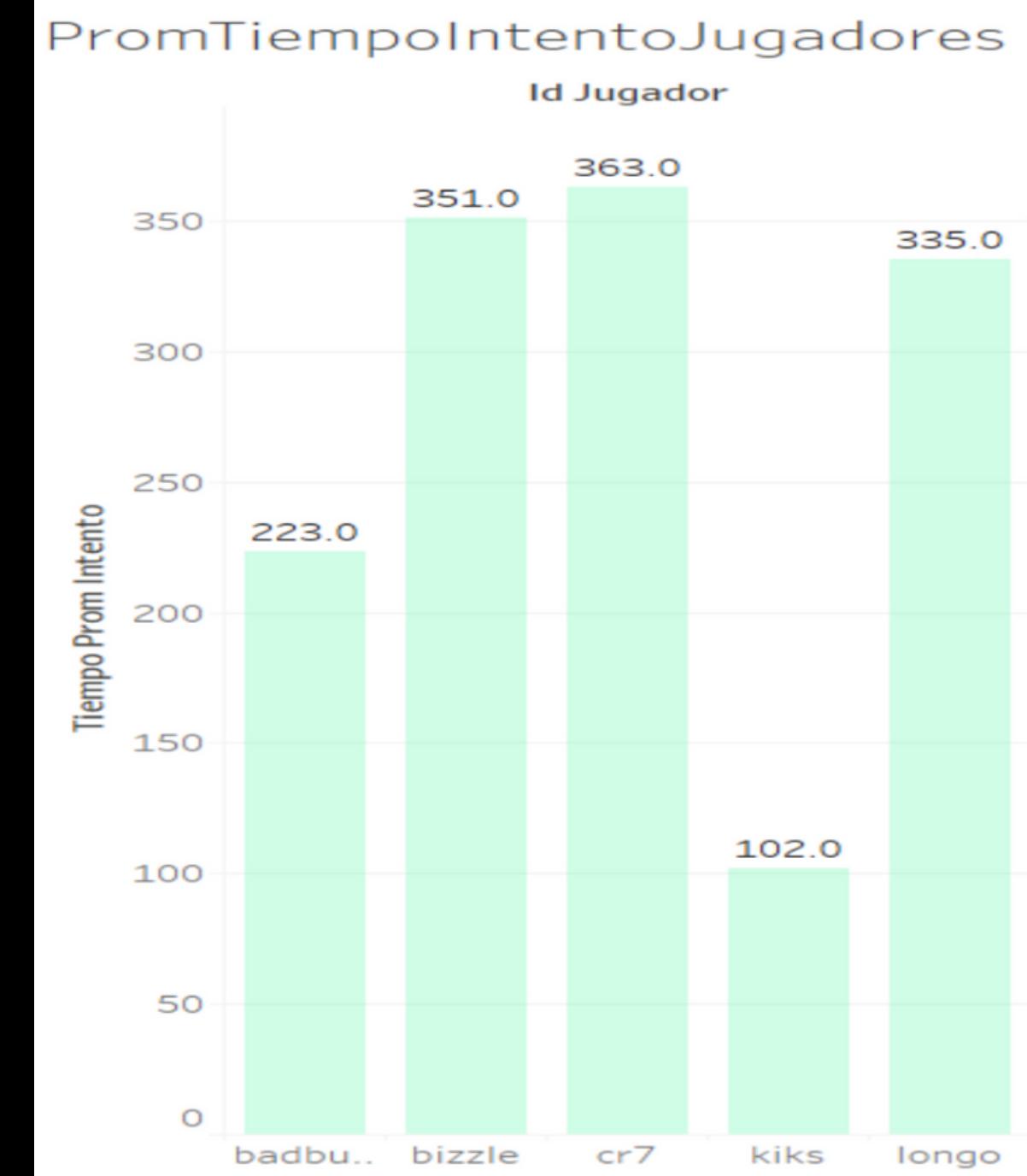


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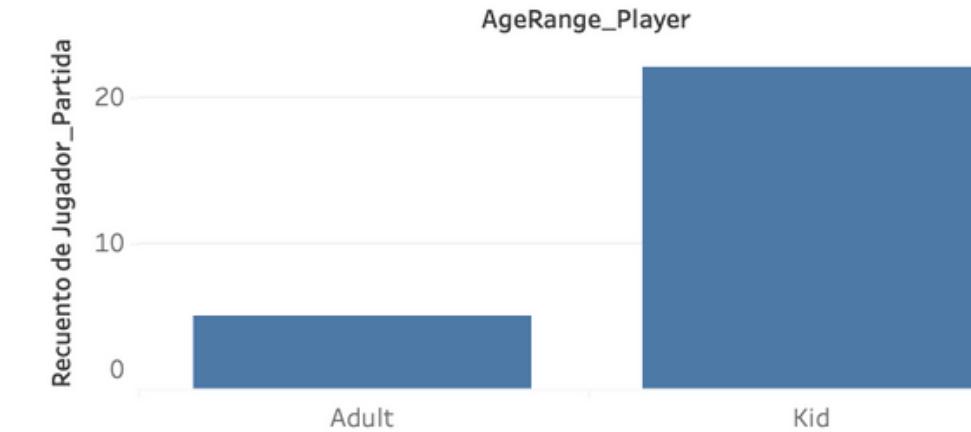
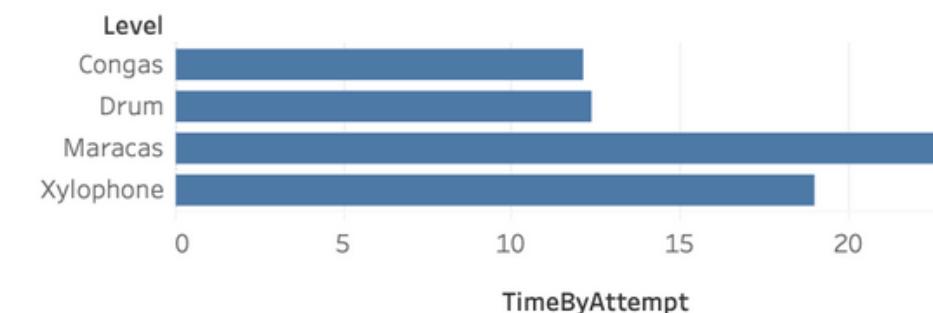
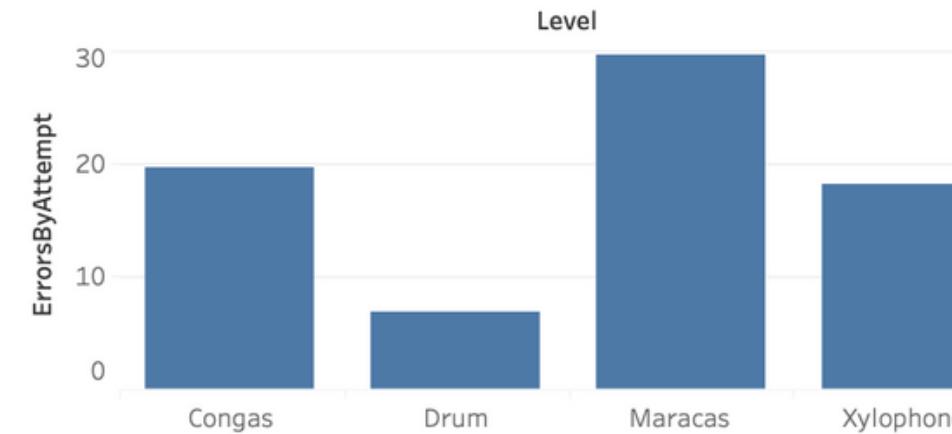
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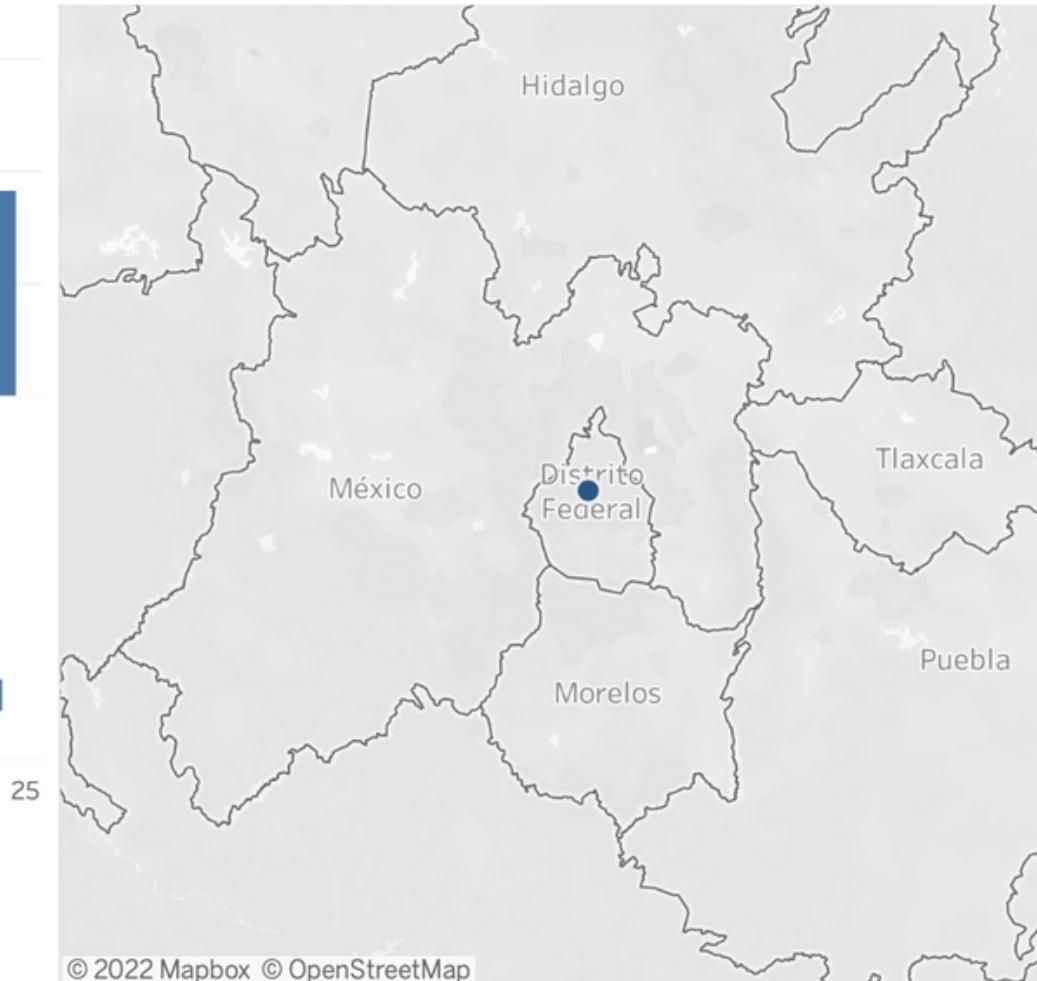
# FOR EACH PLAYER



# DASHBOARD

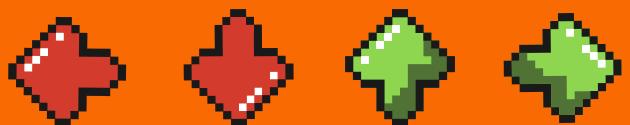


PlayerCity



PlayerCountr





# AMOUNT OF EFFORT

<b>INCEPTION</b>	<b>4 HR</b>
<b>DESIGN</b>	<b>30 HR</b>
<b>TESTING</b>	<b>40 HR</b>
<b>RELEASE OF THE SYSTEM</b>	<b>6 HR</b>
<b>TOTAL HOURS</b>	<b>80 HR</b>



# CONCLUSIONS

- FULFILLMENT OF EXPECTATIONS OF APPLICATION
- IMPROVEMENT AREAS
- SOLUTION TO WORLD OF ARTISTIC PERCUSSIONS



**EXIT**

YES

NO

