

SCORE

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Record

4000



PERCUSIONATEC

José Ángel García Gómez

César Emilián Palome Luna

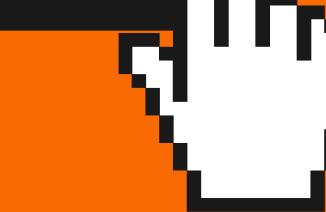
José Luis Madrigal Sánchez

Erika Marlene García Sánchez



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



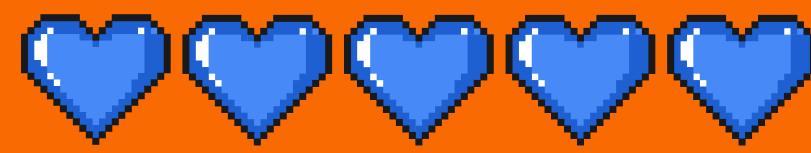
Choose your character

Sara

Dinosaur

Timmy

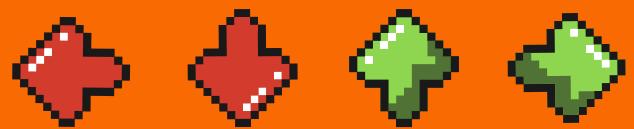




INSTRUMENTS AND THEIR ORDER

- 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:

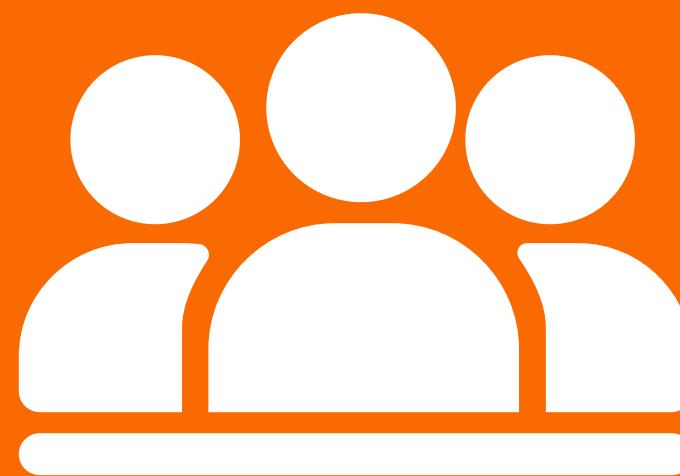
Password:

Date of birth:

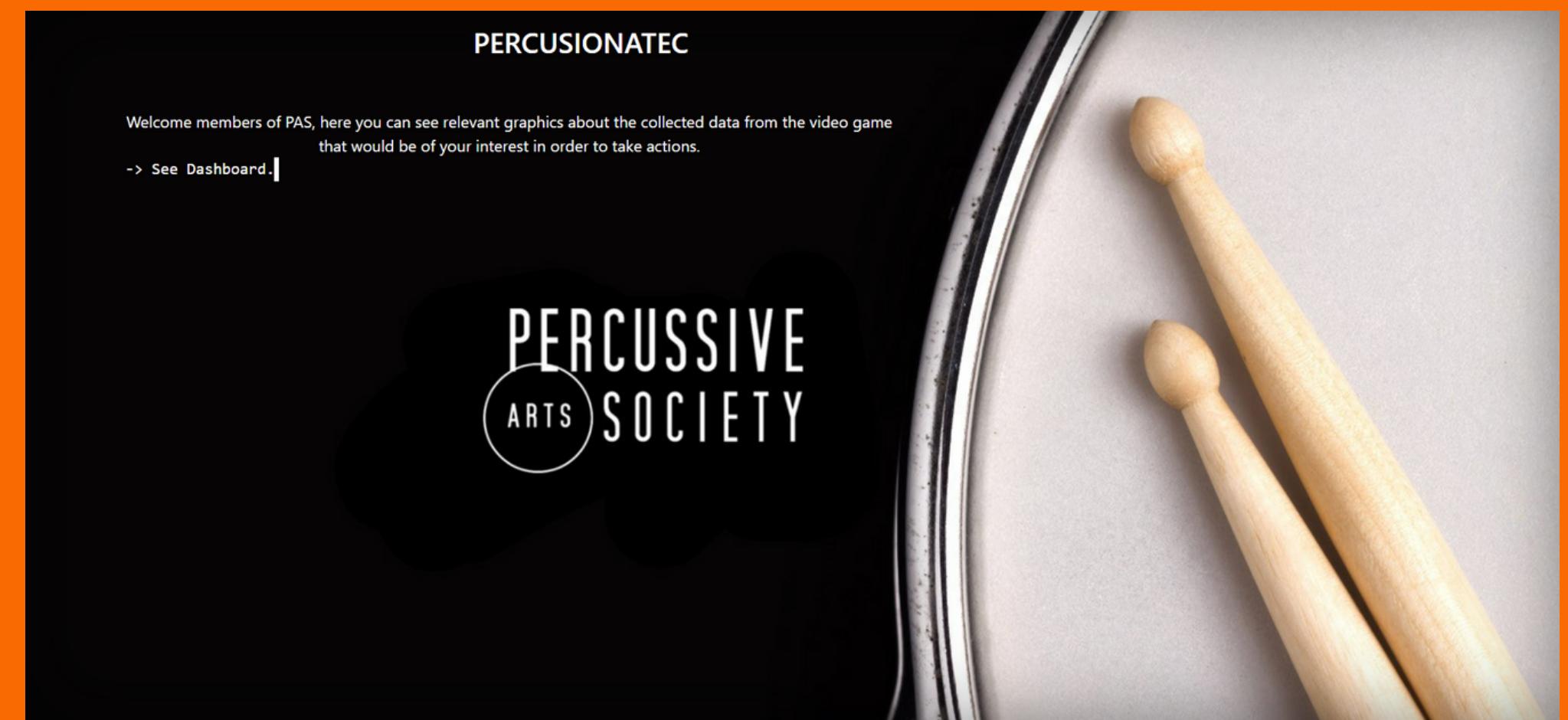
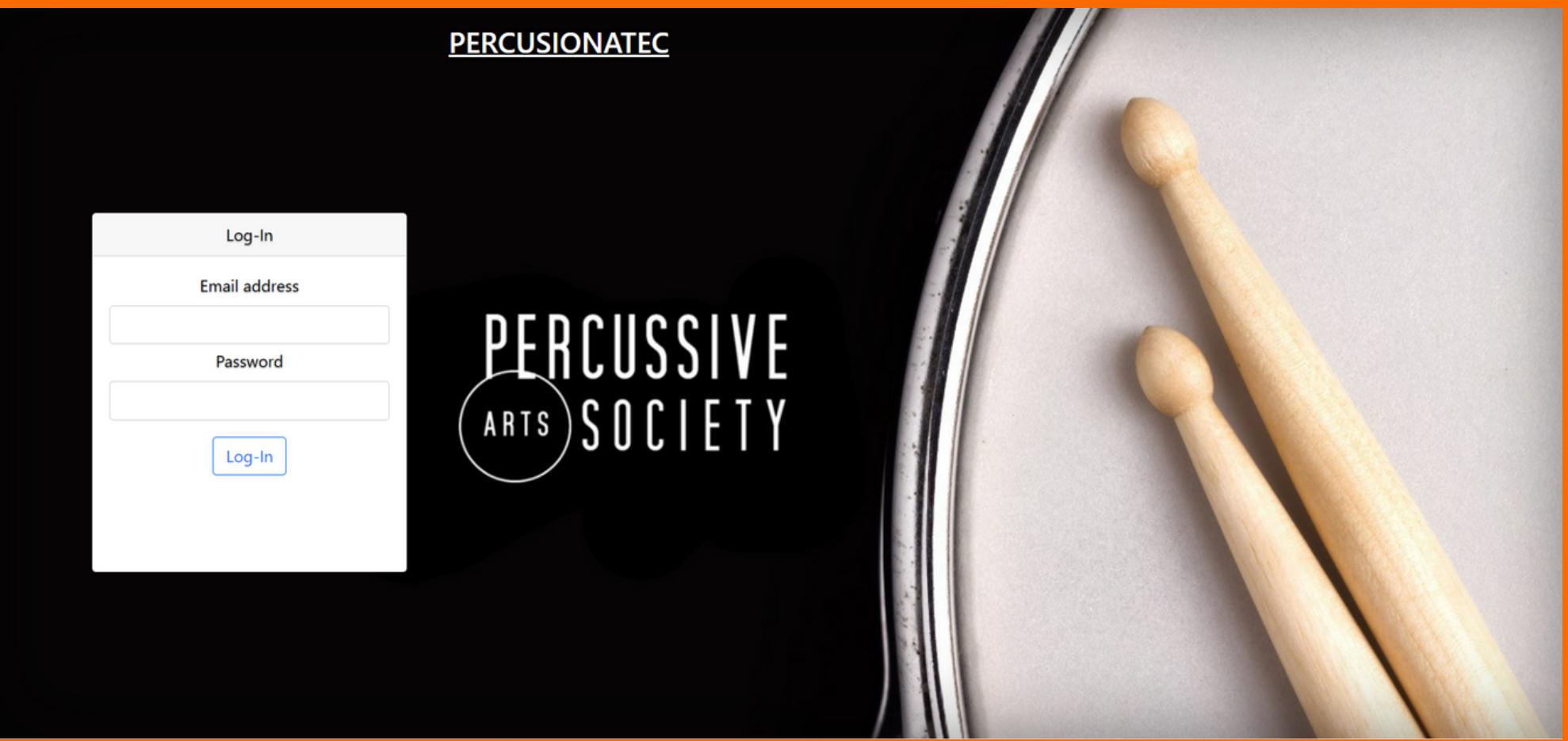
Country:

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

Send Log-In



WEB SITE





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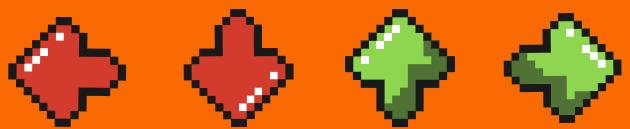
MARCADOR

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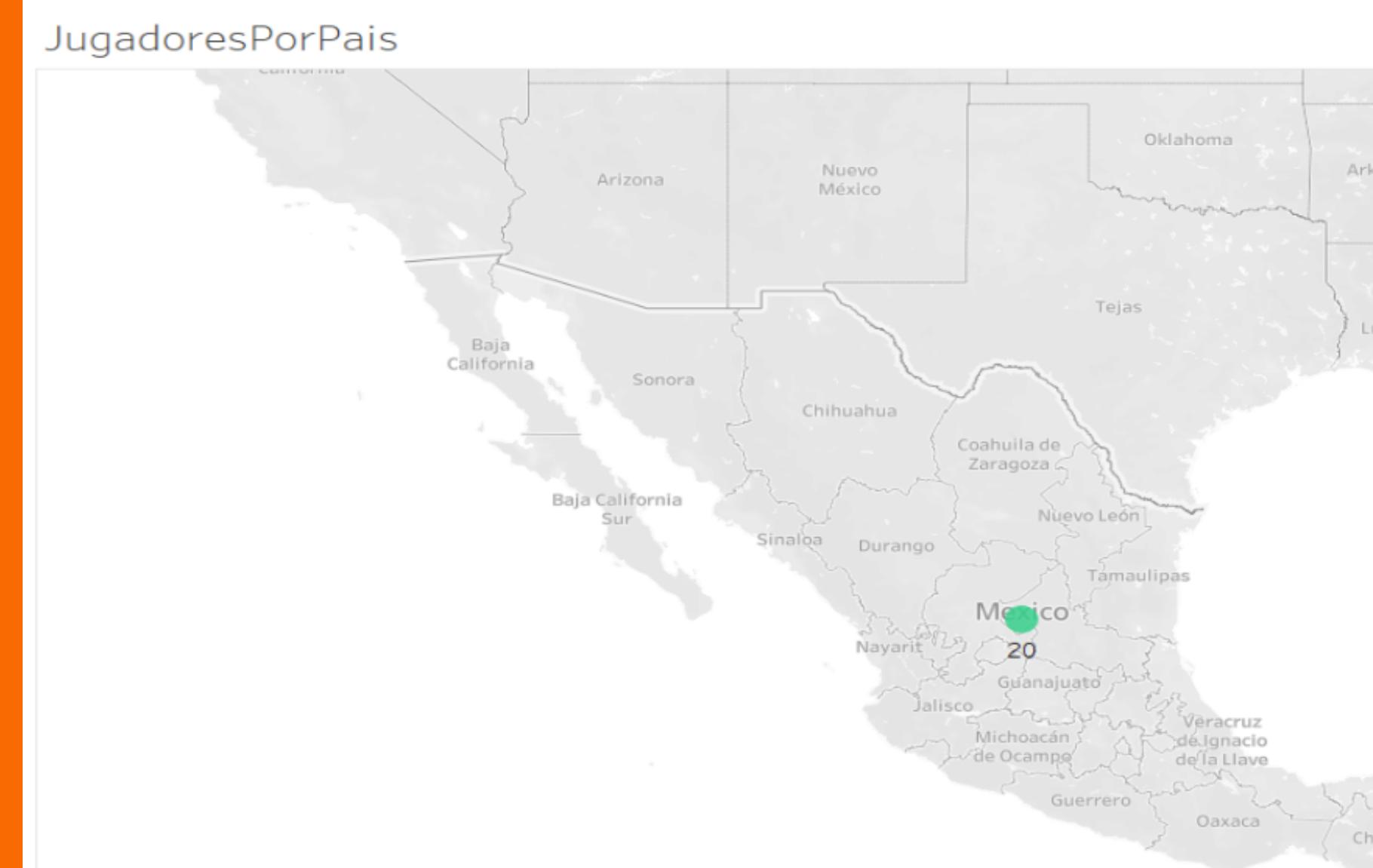
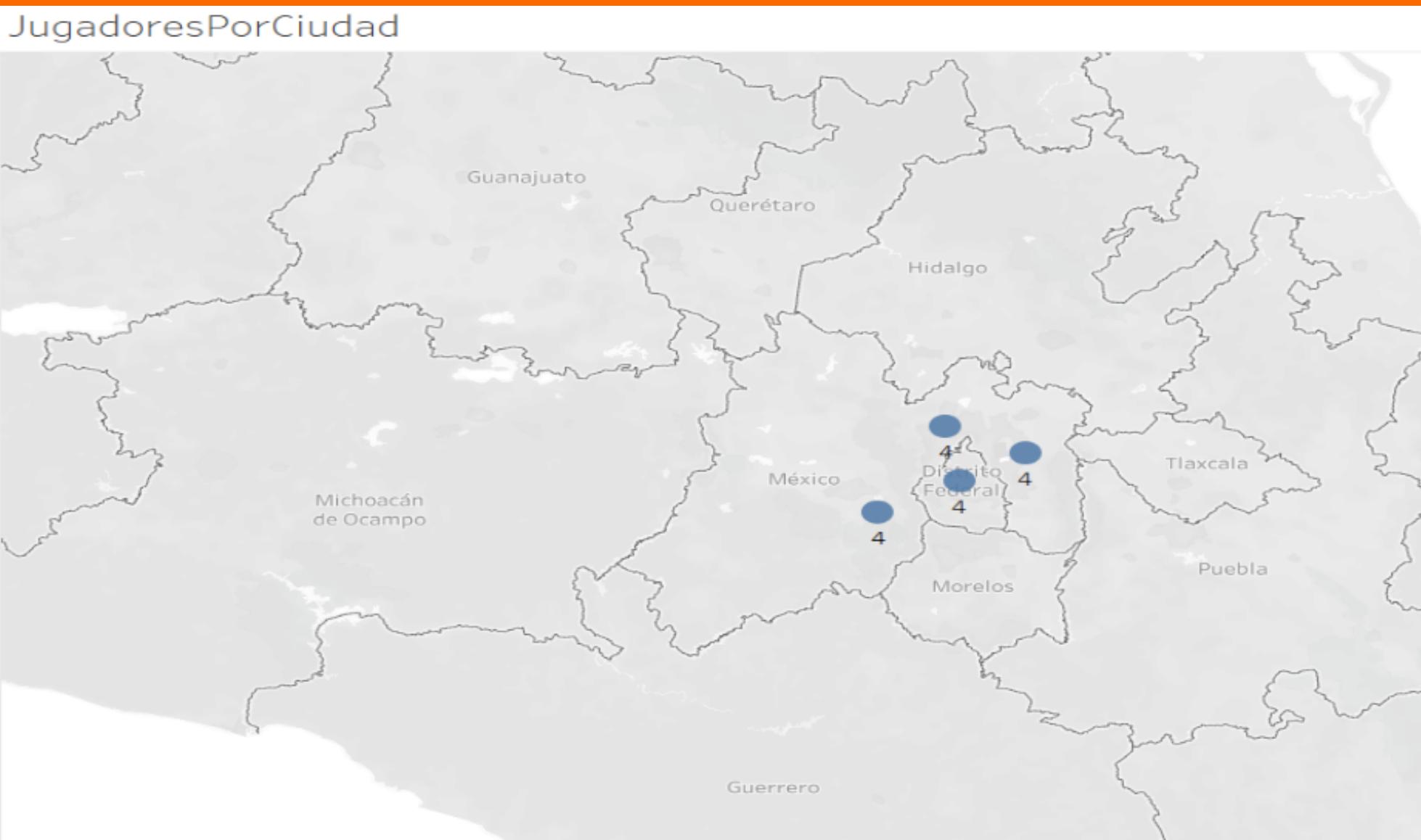


DECISION MAKING GRAPHICS

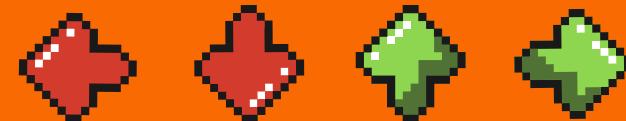




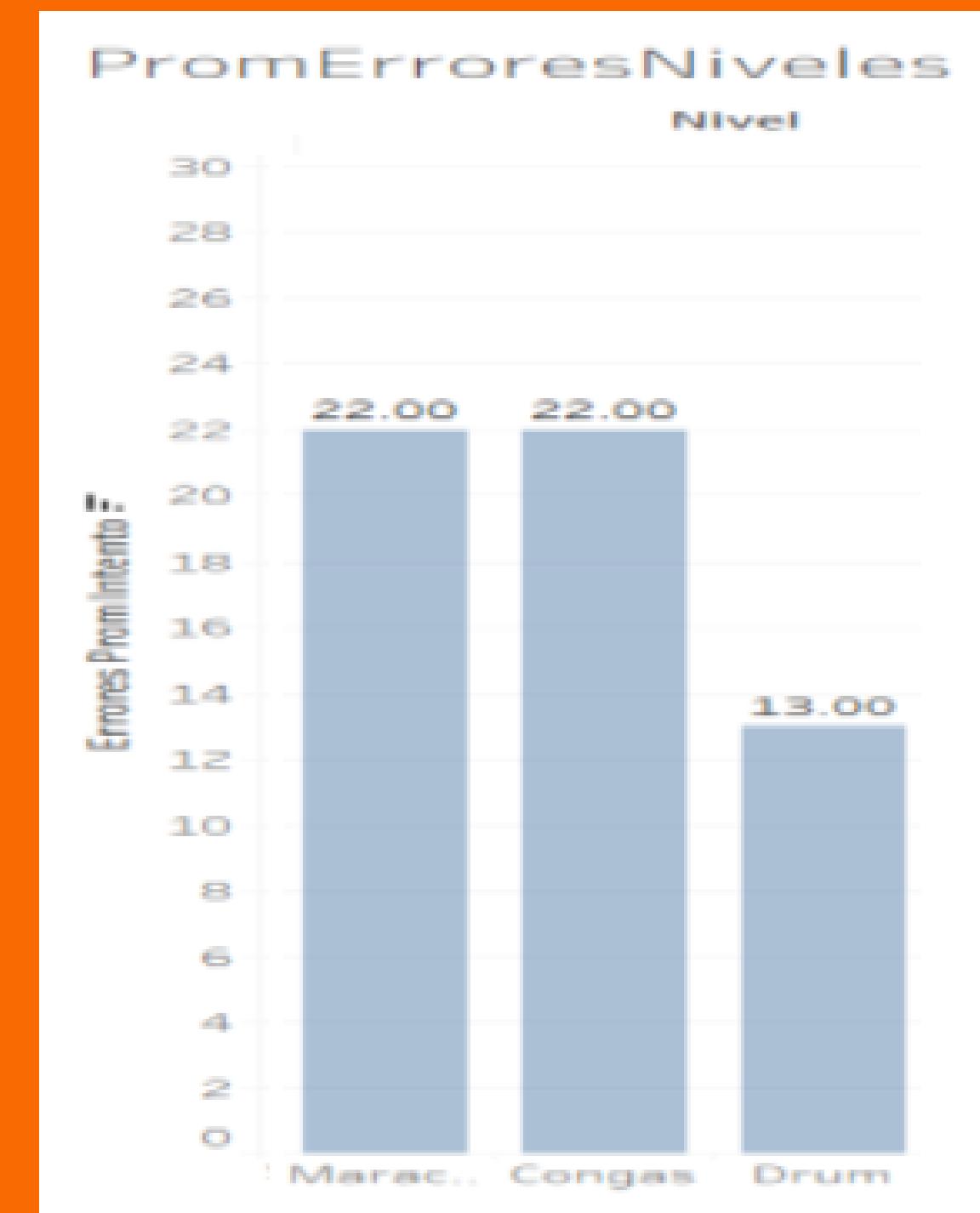
PLAYERS FILTERED BY CITY AND COUNTRY



NUMBER OF PLAYERS DIVIDED BY THEIR AGE



AVERAGE OF MISTAKES PER LEVEL

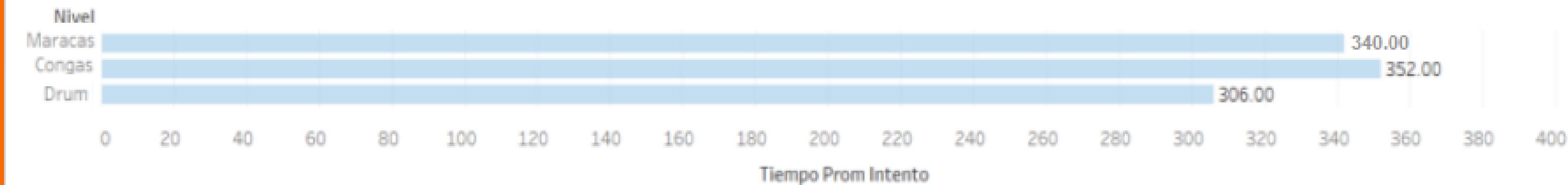


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AVERAGE OF TIME PER ATTEMPT DIVIDED BY LEVEL

PromTiempointentoNiveles



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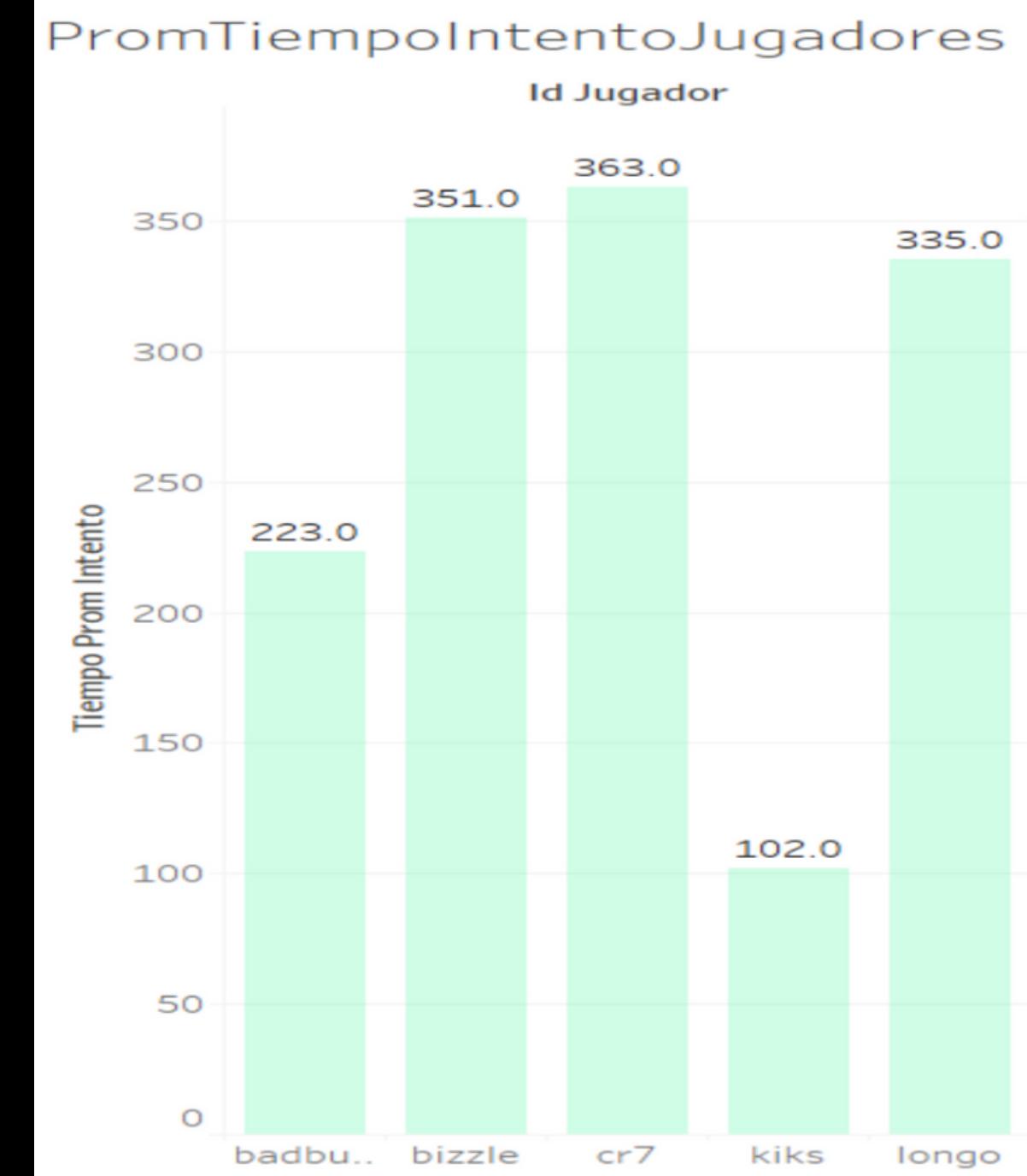


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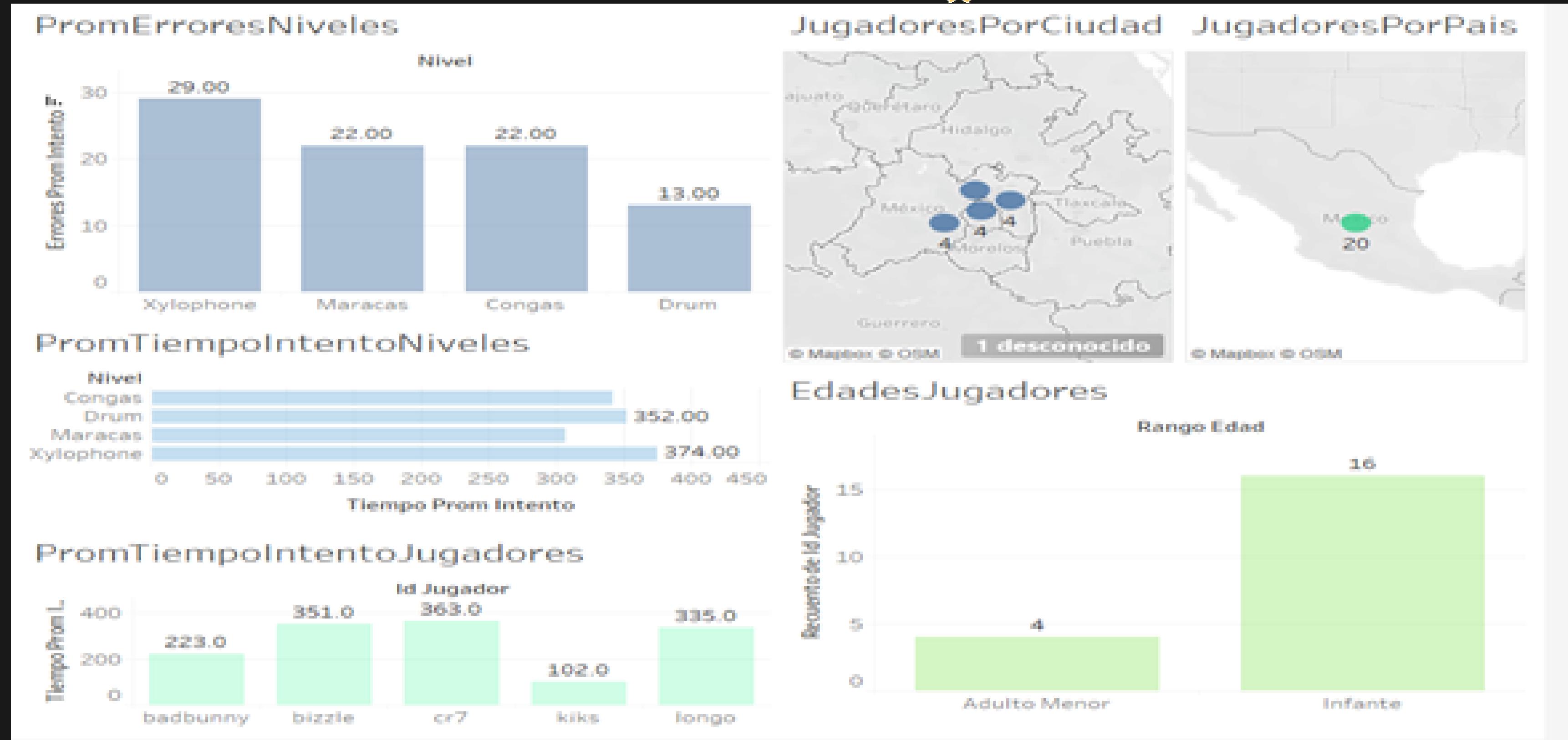
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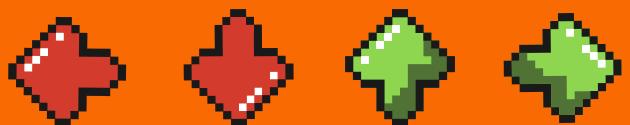
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AVERAGE OF TIME PER ATTEMPT FOR EACH PLAYER



DASHBOARD





AMOUNT OF EFFORT

INCEPTION	4 HR
DESIGN	30 HR
TESTING	40 HR
RELEASE OF THE SYSTEM	6 HR
TOTAL HOURS	80 HR



CONCLUSIONS

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



EXIT

YES

NO

