

ICS Final Project Documentation

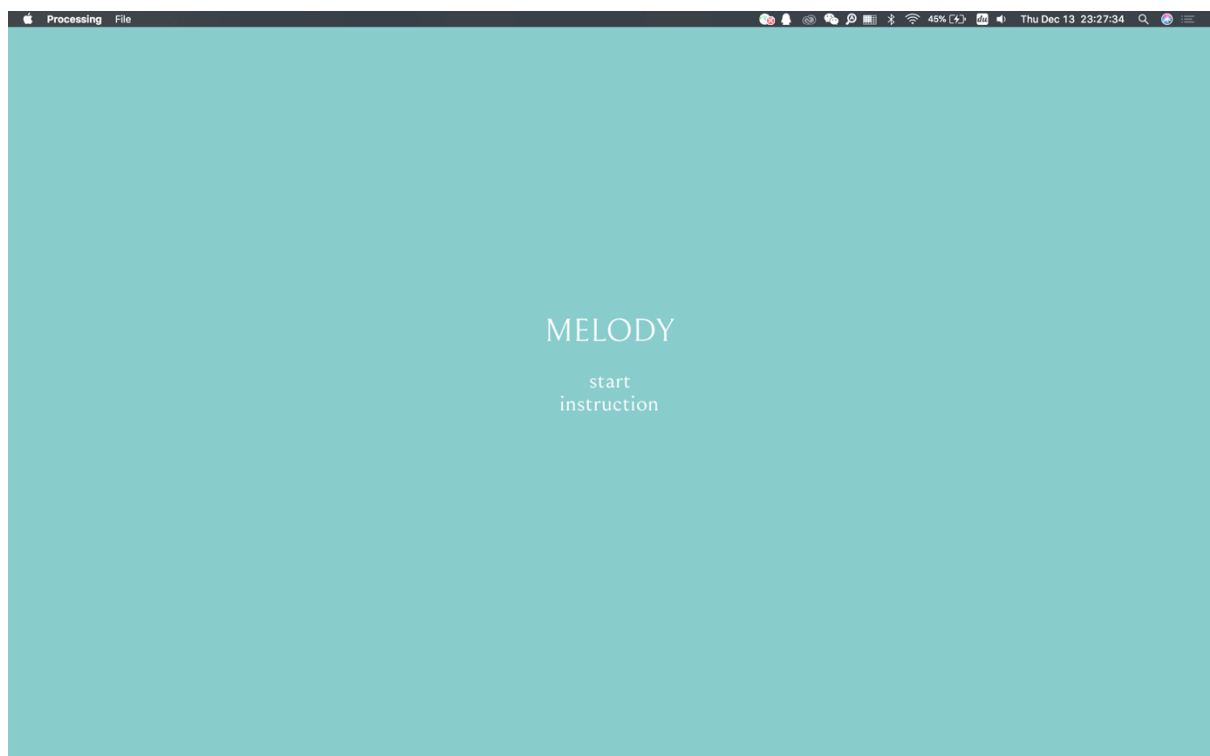
Project Name: Melody

Project Developers: Yinmiao Li

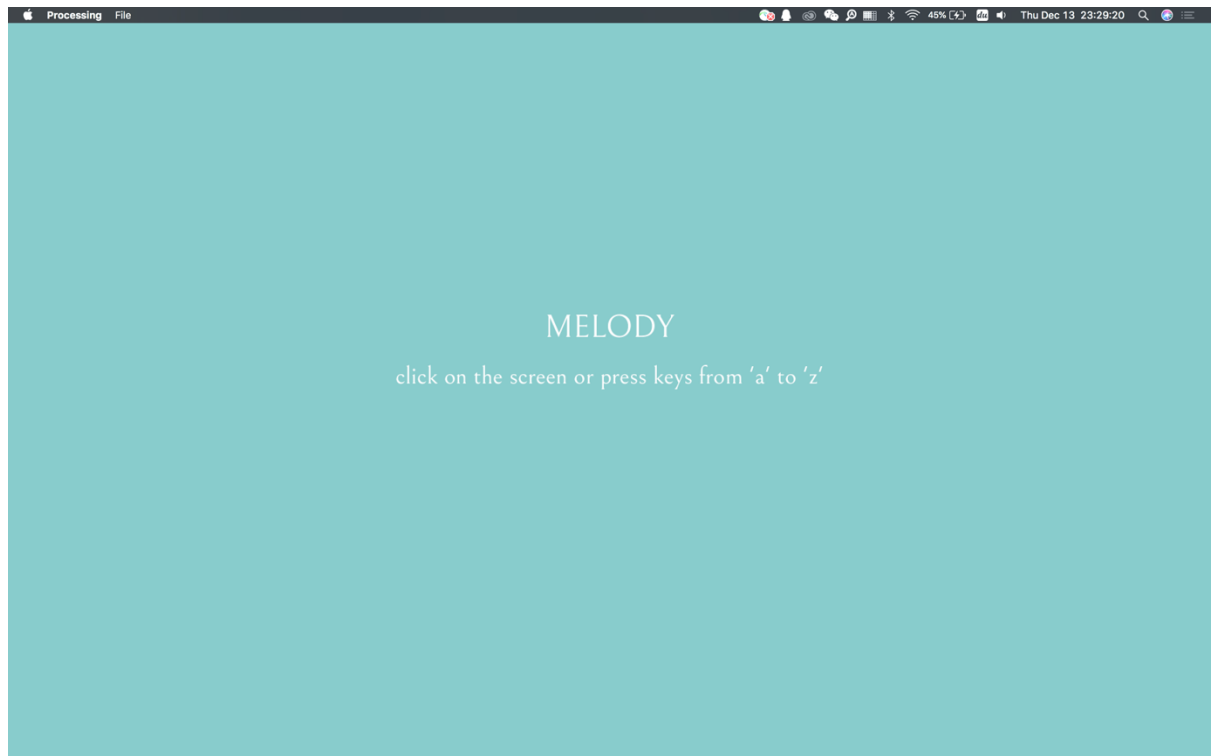
Project Purpose: This is an art game combining Chrome music lab “Rhythm” game and a game called ‘mikutap’. This game can make everyone a music producer. You can make beats and trigger different sound clips in this game, there will also be corresponding animation going with the triggered sounds.

Components: I used the minim library to trigger the sound. The background music is from Apple Music, and the other sound are produced by me using Logic Pro X.

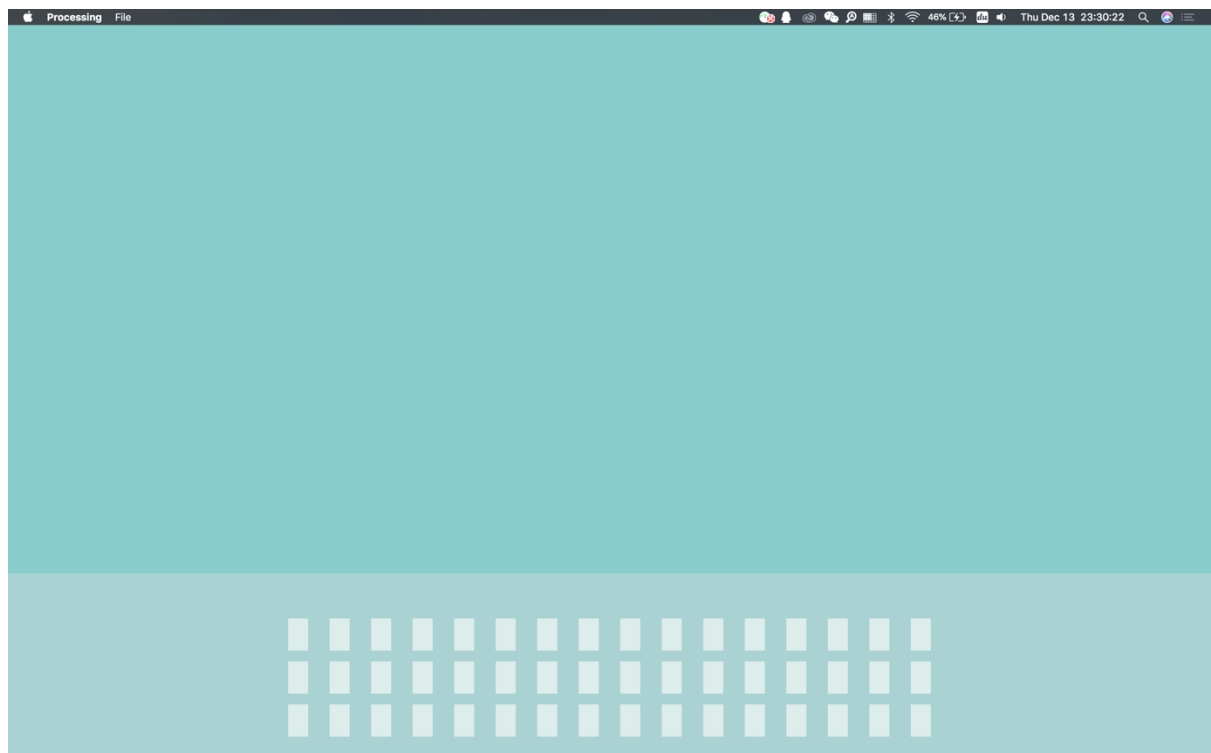
How to run the program: At the beginning, there will be an instruction window, like the following.



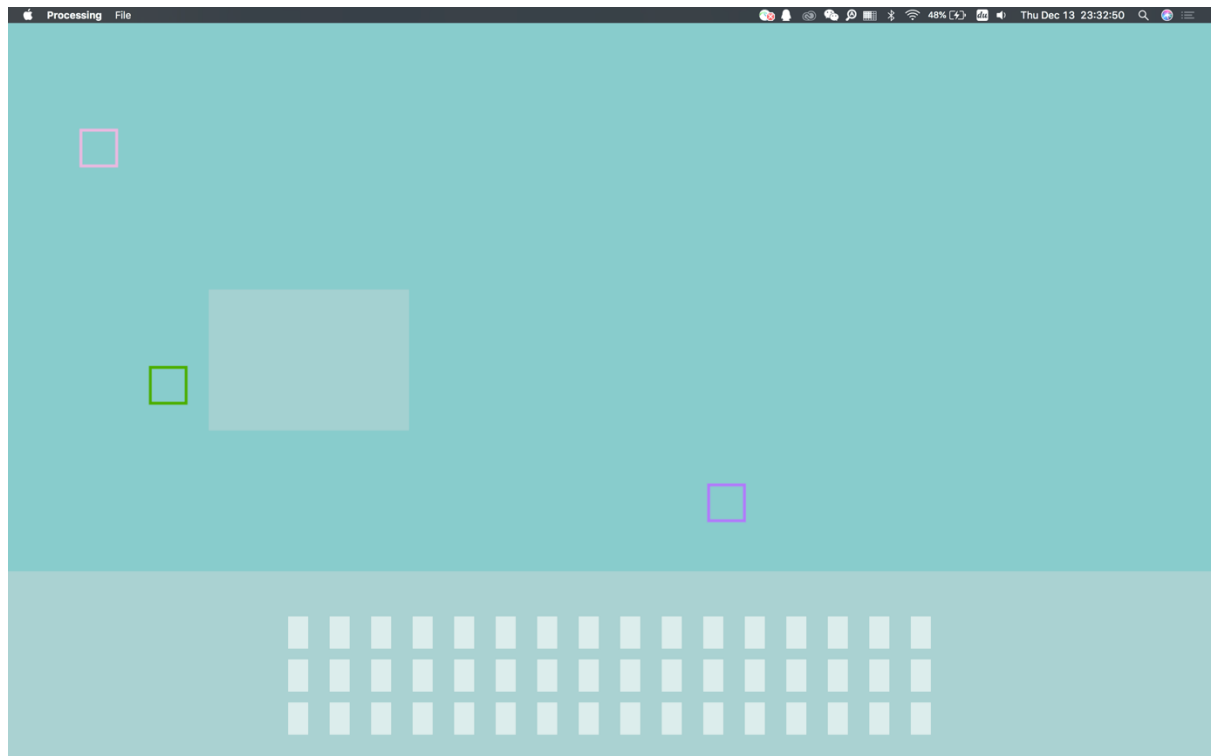
If you click the instruction, it will show how to play the game. Click anywhere else to close the instruction. Click the start to start the game and actually get in.



Then, we get in the main game. Look like the following.



On the top part, if we hover on the screen, it will show different tile, and if clicked, a sound will generate. It can also be triggered by the keys from 'a' to 'z' on the keyboard as well. Every time a sound is triggered, there will be an animation shown. Like the Following Picture:



The bottom part is a drum machine. Each row represents kick, snare and hi hat. Click on the rectangle to trigger or not trigger the sound. It will be played in tempo. Here's a link for the live demo: https://youtu.be/o_UG33DYNz8