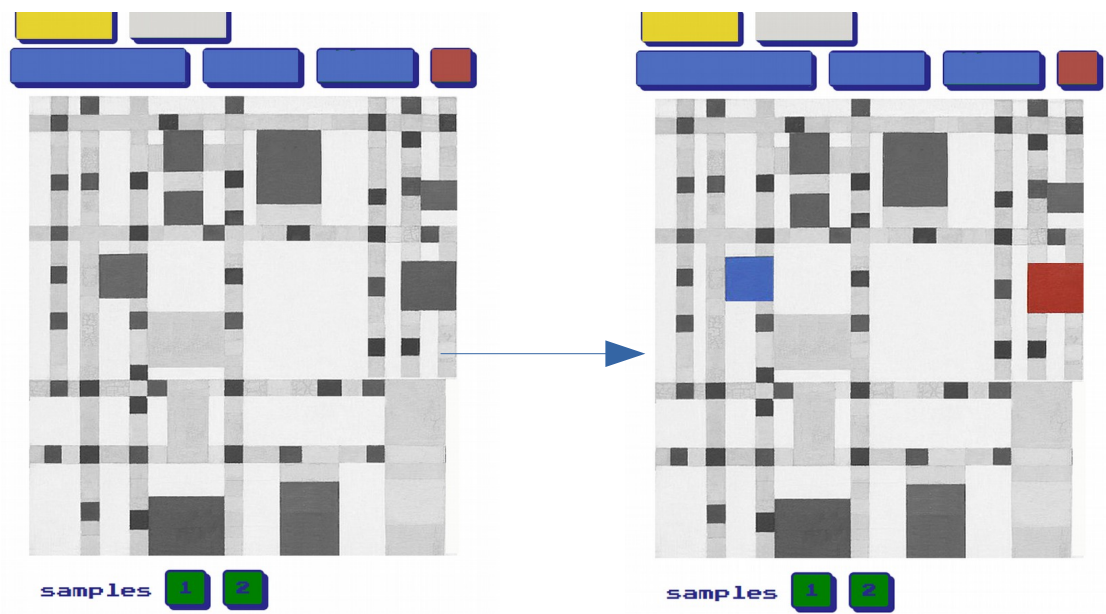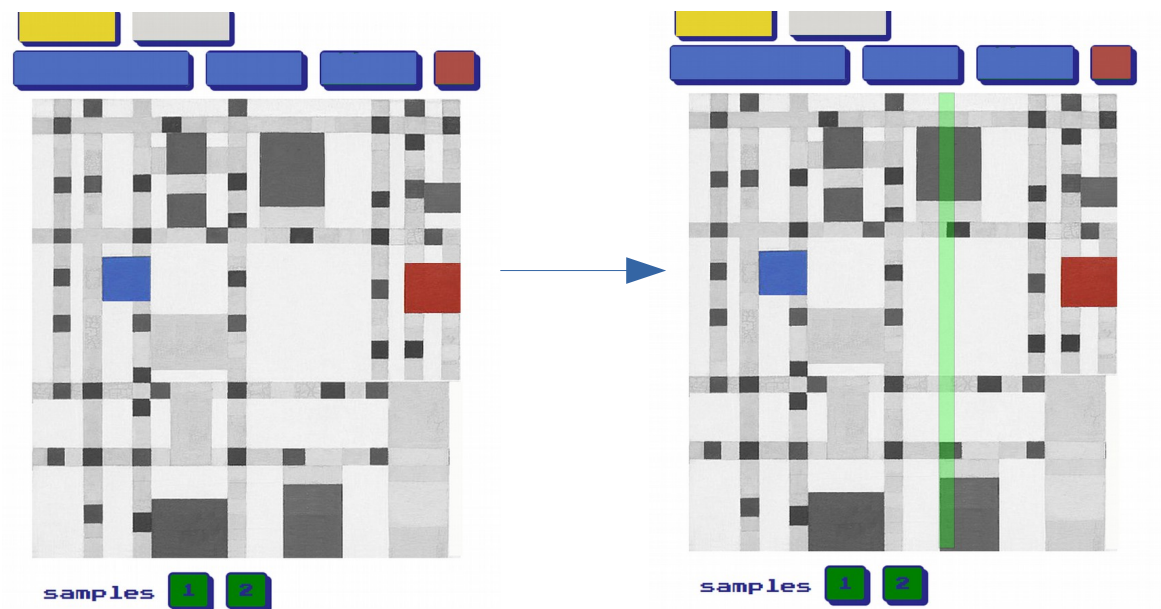Mondrian game_specifications

- When the user click on a rectangle from the picture, the specific color of the rectangle show up.

- When the user click on the play button a vertical color bar appears and when the bar collapse a zone, it play the sound dedicated to the select zone colored.

- **Each color has specific sounds note and drum** :   blue → blue_key.wav / blue_drum.wav
                                                           yellow → etc.
                                                           red → etc.
                                                           white/grey → etc.

- There is **two mode in the game** : a key mode (or note mode) and drum mode

-With tone JS, **make the sound frequency change depending the rectangle size :**
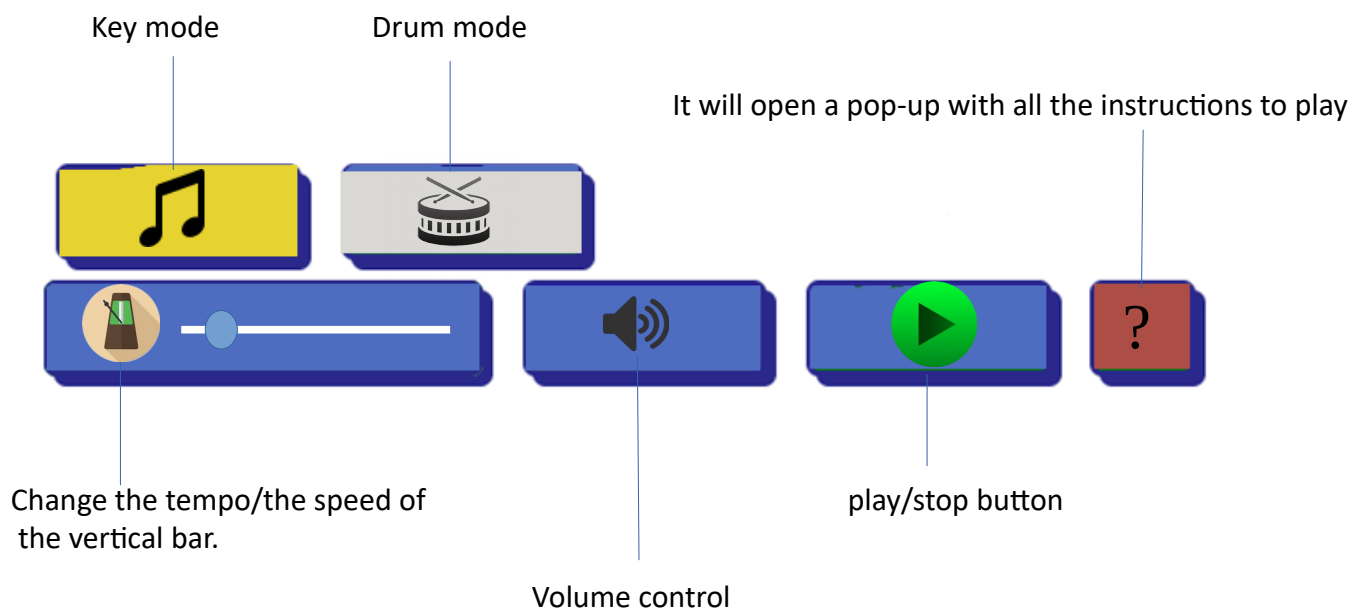
- The pitch is defined by the minimal height and widht

var m = min(height, widht)

The more m is important the more the frequency is low
the less m is important the less the frequency is high

- The sound's lenght is defines by the widht. The more the widht is important the more the lenght is important.

- Here the different button that the user can use,

Key mode   Drum mode

It will open a pop-up with all the instructions to play

Change the tempo/the speed of
the vertical bar.

play/stop button

Volume control

nb : I don't know how to put all these things into the game, I let you free to put the buttons in a well looking design. You can change icon if you like to. The general idea is to keep the colors from the picture.

- The two samples will be made when the game is finished so keep it for the end.

See what you can take from the code I give you, it may help with tone JS library I thought.