DreamPlay Shrek Fairy Jars Game



# Overview

The Fairy Jars Game is a simon-style game where players will watch a colored light pattern and attempt to match it. The buttons will be Neos-based buttons in four locations of the Shrek Gazebo. Above player’s heads, fairy jars will be hanging (jam jars with tinker-bell type faires in them) and will emit the same colored LED light as the buttons do.

# Game Play

When a player enters the gazebo, the four stations of Neos button lights and the fairy jar lanterns will all be randomly flashing in different color sequences to attract the player.

A character voice will occasionally say,

*“press a button to start the game!”.*

When the player presses a button, a character voice will say,

*“get ready and copy the sequence of buttons exactly-- it will get harder each time you get it right”*

The game begins. It starts with one button, then three and so on until it gets so difficult it would be impossible to match.

On each successful button press, a chime sound will play. After three successful button matches, a random character voice will shout encouragement,

*“wow, you’re really good at this!”*

When the player has completed a sequence, a trumpet fanfare sound will play.

When the player presses the wrong button, a random sound will emit, like a belch or a raspberry.

When the player has pressed the wrong button three times, a failure sound will play, and the game will end. At this point, a character voice will say,

*"Good job, thanks for playing"*

There will be four stations of Neos buttons and fairy jars.Each of the four stations run independently of each other.

# Details

## LED Arrangement

The entire array of lights for that station (the four Neos buttons and the four fairy lights above each station) all work in sync. Each jar will have LED lights in them and each jar will be paired with a single Neos button. So, the top Neos button will trigger a specific light, the second Neos button a different light, and so on.

There will be a one-to-one relationship between each Neos button and a fairy jar. If the Neos button flashes red, the fairy light paired with that button should also flash red. When the Neos button turns off, then it’s parid fairy jar should also turn off.

## Audio Triggers

As each Neos button lights up in its sequence, a random audio file will be played. When a player presses the correct button for the sequence, a random success sound will be played. When a player matches the sequence, a fanfare sound will be played. If the player presses the wrong button for the sequence, a random fail sound will be played.

## Game End

When the user fails to match the sequence three times, the game ends, plays a game over sound, and the lights for that station (the four Neos buttons and the four fairy jars) dims and turns off for 10 seconds.

Questions: Should Encouragement Overide Chime?\

Do we want to have an easter egg for a win? (sequence of 16 buttons)

Should the Button Flashes red, etc be done when we are showing the sequences? If so, this limits the inter button timer

## Audio

|  |  |  |
| --- | --- | --- |
| Event | Audio File | Note |
| Attract Mode | gingy-come-play.wav | plays every 10 seconds |
| Game Starts | gingy-get-ready-1.wav | plays when user initiates game |
| Sequence Starts | gingy-get-ready-2.wav | plays after user completes a sequence and is preparing for another sequence |
| Button Flashes Red | gingy-button-1.wav | randomly plays one of three audio files |
| Button Flashes Red | gingy-button-2.wav |  |
| Button Flashes Red | gingy-button-3.wav |  |
| Button Flashes Green | shrek-button-1.wav | randomly plays one of three audio files |
| Button Flashes Green | shrek-button-2.wav |  |
| Button Flashes Green | shrek-button-3.wav |  |
| Button Flashes Yellow | donkey-button-1.wav | randomly plays one of three audio files |
| Button Flashes Yellow | donkey-button-2.wav |  |
| Button Flashes Yellow | donkey-button-3.wav |  |
| Correct Button Press | correct-button.wav | this is a chime sound |
| Encouragement | gingy-good-job.wav | randomly plays one of three audio files during a correct button press after 3 correct button presses in a row |
| Encouragement | shrek-good-job.wav |  |
| Encouragement | donkey-good-job.wav |  |
| Wrong Button Press | wrong-button-1.wav | randomly plays one of three audio files |
| Wrong Button Press | wrong-button-2.wav |  |
| Wrong Button Press | wrong-button-3.wav |  |
| Correct Sequence | trumpet-success.wav |  |
| Failed 3 Sequences | gingy-failed.wav |  |