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15-112 Term Project Competitive Analysis

I have researched some of existing products and applications that are similar to the program I plan on making. The first one that comes to mind is the Guitar Hero game. It is also a music based game in which players must press certain key buttons that replace frets on a real guitar, while strumming a switch type of thing. The player must have the correct button pressed and strum exactly as an icon correlating the button passes a certain bar. My application will have the same type idea of playing certain “notes” at certain times, but it instead incorporates a real instrument, rather than a game controller that is directly connected to the game. One might even say that my project could be used to learn the instrument and become more comfortable with playing certain notes at different times. The main difference that I see between my game and Guitar Hero would be the idea that my game takes audio from a microphone, rather than input from a series of buttons.

Another type of application which is related to mine is the karaoke genre of games. Games such as Rock Band and Karaoke Party (found here: <http://www.karaokeparty.com/>) incorporate a microphone and use pitch recognition to give you scores as you are singing a song. The pitch recognition feature is definitely something I will be incorporating in my game. However, the score system in these games is an “anti-feature” that I wouldn’t want. Instead, I plan on giving the player a set number of lives, and the player either passes or fails based on if they have lives left after the game ends.