

Araiza, Gabriela

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### Comparative Analysis: Sonata and Tonefall Sequencer

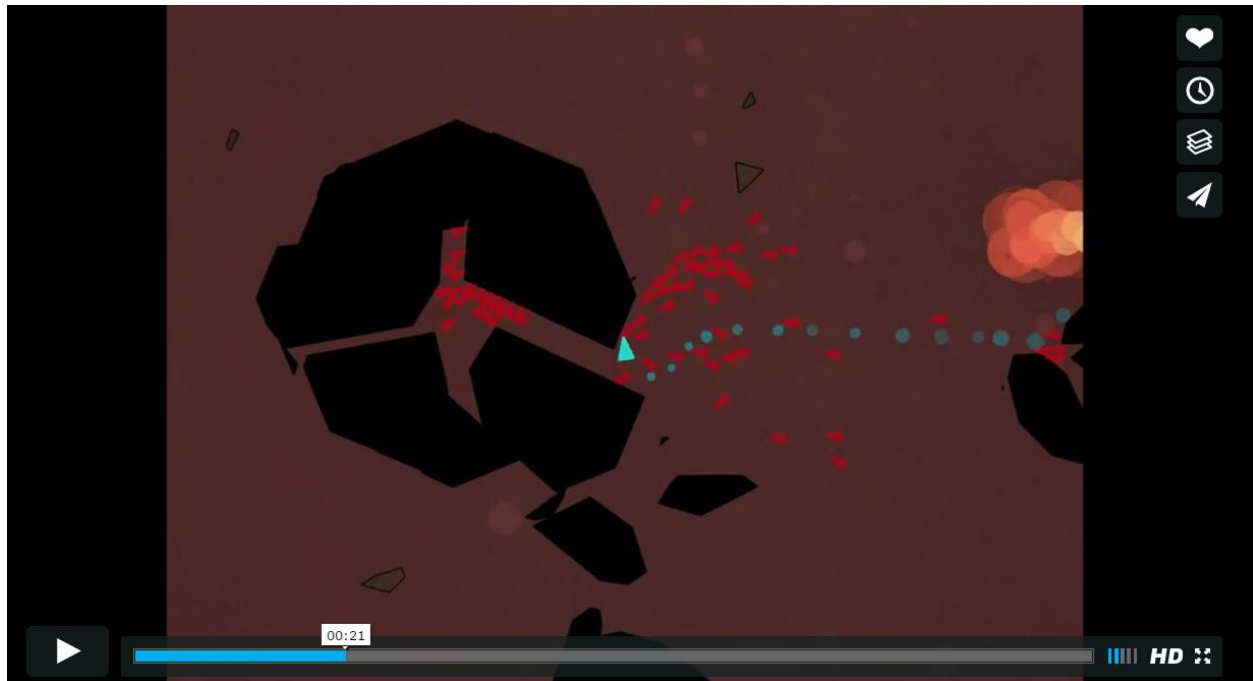
The interaction of sound and art are no strangers in the gaming world. Sonata and Tonefall Sequencer are two games where the appreciation for art and music, can be seen through the gameplay.

Sonata is a game project designed by Parker Porfilio and Aimei Kutt for Brown's 2D Game Engines. They used Java and the Java Lightweight Game library to create this game. This game has the basic premise of the 1979 Atari game, Asteroids, where there is this small spaceship trying to destroy large asteroids. The difference between Asteroids and Sonata is that the gameplay of each "level" is the length of a sonata movement and you can generate art as you interact with the elements around you. The environment generates its colors and shapes to reflect the mood and feel of the song. The objects that the little rocket has to destroy are randomly generated and sometimes also reflects the music. The game does not let you die and there is no real goal aside from relaxation play. There is no real place where you can test out the game for yourself, but the Vimeo video for the game shows different stages as they were to be played.

Tonefall Sequencer, by Justin Windle, is another game in which random objects are randomly generated and interact with each other using sound. This game, however, is not based on sonatas, but on the nervous system. The circles represent receptor and neurons and when they get into close proximity of each other they produce a pitch. The user can move the circles with their mouse and watch as it hits the smaller ones to create a pitch, change the proximity and

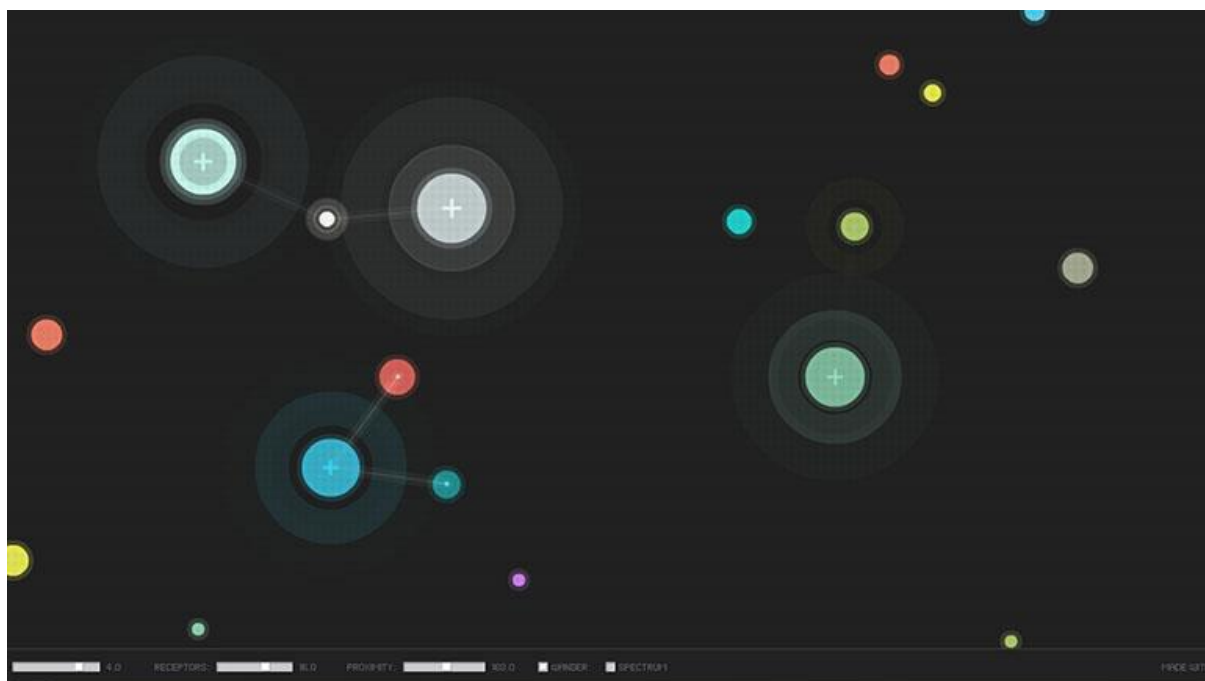
amount of circles that can be produced, as well as whether they move or wander around. This game also does not have any set rules for winning and is mostly for relaxation.

Although they both deal with music and creating art through the game, the games are not completely similar. Sonata is more about creating a visual experience through your interactions, while Tonefall Sequencer is more about an audio experience through interaction. One is also more reminiscent of the old arcade games and one is more conceptual. In both cases, rather than being a game for relaxation, adding a plot could make it so that it is not just an art game, but a game where the player can think critically about something. By giving a storyline or some sort of goal, the user can create beautiful things, but also think about it critically.



<https://vimeo.com/56662940>

<http://www.parkerporfilio.com/projects/sonata-game.html>



<http://www.submarinechannel.com/top5s/top-5-of-our-favourite-things-interactive-generative-music-sites-2/>

<http://blog.soulwire.co.uk/wp-content/uploads/2010/10/tonfall-sequencer.swf>