

Each of these parts is addressed via OSC using a unique OSC key:

- music: /music
- sound effects: /sound
- vibration: /vibration

The audio software must listen for incoming OSC messages at localhost (127.0.0.1), port 8001
The following table summarizes the **game events and the OSC values** associated with them:

Description	Trigger values for music (Key: /music)	Trigger values for sound effects (Key: /sound)	Trigger values for vibration (Key: /vibration)
Mistake occurs (persons with different hat colors get too close - cast to int)		0.9 ("tooClose")	
Phase 2 starts, enlarging platform (hats get their colors)		0.2 ("phase2")	
Phase 3 = countdown starts (color areas appear)		0.3 ("phase3")	
Countdown ticks		1.0 ("ctd_tick")	
Phase 4 starts = countdown ends, comparison mode		0.4 ("phase4")	
Phase 5 starts (hat colors fade to black)		0.5 ("phase5")	
Phase 6 starts (one or more light spots outside the circle turn on in a pre-defined way)		0.6 ("phase6") BITTE anderen Sound	
Regular level starting		0.1 ("startLevel")	
Platform is shrinking (at levels 8, 11, 13)		1.5 ("shrinkPlatform")	very short
Game starts (level 1)	1.1 ("startGame")		
Rise platform (level 2)	1.2 ("startTutorial")	1.2 ("startTutorial") BITTE kürzer	
Main game starts (level 5)	1.3 ("start-MainGame")		
Game ends successfully -> group wins	1.6 ("group_wins")		
Game ends unsuccessfully	1.7 ("group_fails")		
State when people are leaving the room	1.8 ("end_mode")		
Pause audio	5.9 ("audio_59")		
Play audio again	6.0 ("audio_60")		
Custom UI vibration trigger button 1			1.9 ("vib_btn1")
Custom UI vibration trigger button 2			2.0 ("vib_btn2")
Positive group effect (tint green and enlarge platform)		6.1 ("initiative_pos")	
Negative group effect (tint red and shrink platform)		6.2 ("initiative_neg")	
Voice: Hello + costumes		2.4 ("voice_24")	
Voice: Step on platform		2.5 ("voice_25")	

Description	Trigger values for music (Key: /music)	Trigger values for sound effects (Key: /sound)	Trigger values for vibration (Key: /vibration)
Voice: Winner + prize		2.6 ("voice_26")	
Voice: Ready?		2.7 ("voice_27")	
Voice: Safety area		3.1 ("voice_31")	
Voice: Let's go		2.8 ("voice_28")	
Voice: Move		2.9 ("voice_29")	
Voice: Don't stroll, move!		3.0 ("voice_30")	
Voice: Faster!		9.2 ("voice_92")	
Voice: Follow the rules		9.3 ("voice_93")	
Voice: Walk properly		9.4 ("voice_94")	
Voice: Don't collide		3.6 ("voice_36")	
Voice: Mind the edge		3.7 ("voice_37")	
Voice: Find your color		3.2 ("voice_32")	
Voice: Ask for your hat color		3.4 ("voice_34")	
Voice: Communication is the key		3.3 ("voice_33")	
Voice: Error		4.2 ("voice_42")	
Voice: Arrange yourselves		3.5 ("voice_35")	
Voice: One winner		3.8 ("voice_38")	
Voice: Fame		3.9 ("voice_39")	
Voice: Prize		4.0 ("voice_40")	
Voice: Nice		5.7 ("voice_57")	
Voice: Well done!		4.7 ("voice_47")	
Voice: Well done! Next level.		4.1 ("voice_41")	
Voice: Someone must leave		4.3 ("voice_43")	
Voice: Decided?		4.4 ("voice_44")	
Voice: Leave the platform		4.5 ("voice_45")	
Voice: Don't shne - leave		4.6 ("voice_46")	
Voice: Step into light		4.8 ("voice_48")	
Voice: Neg, / positive effect?		9.5 ("voice_95")	
Voice: No light?		4.9 ("voice_49")	
Voice: Too much positive effect		9.8 ("voice_98")	
Voice: Consequences if no light		9.6 ("voice_96")	
Voice: Only 1 person wins		5.0 ("voice_50")	
Voice: All of you win		5.1 ("voice_51")	
Voice: All of you lose		5.2 ("voice_52")	
Voice: Leve the rooom		5.3 ("voice_53")	
Voice: Thanks for participation		5.4 ("voice_54")	
Voice: Take off costumes		5.5 ("voice_55")	
Voice: See you		5.6 ("voice_56")	

Voice: Start: Too many participants		9.7 ("voice_97")	
Voice: Trust the others?		9.9 ("voice_99")	
Voice: 6 p 2 c		7.2 ("voice_72")	
Voice: 6 p 3 c		7.3 ("voice_73")	
Voice: 6 p 6 c		7.4 ("voice_74")	
Voice: 5 p 5 c		7.5 ("voice_75")	
Voice: 5 p 4 c		7.6 ("voice_76")	
Voice: 5 p 2 c		7.7 ("voice_77")	
Voice: 4 p 4 c		7.9 ("voice_79")	
Voice: 4 p 3 c		8.0 ("voice_80")	
Voice: 4 p 2 c		8.2 ("voice_82")	
Voice: 3 p 3 c		8.3 ("voice_83")	
Voice: 3 p 2 c		8.4 ("voice_84")	
Voice: 2 p 2 c		8.6 ("voice_86")	
Voice: 1 p 1 c		8.9 ("voice_89")	
Voice: 6 p 6 c		9.0 ("voice_90")	

The following screenshots show the **dispatch of these trigger cues on the logic computer** inside TouchDesigner and the **reception on the audio computer** inside Max/MSP.

