# World Beats
## Electro Beats Sampler Pad Mini Game



This mini game lets users try different drum sounds and make electronic drum beats, by tapping sound pads in different patterns, and assigning new sounds to them.

There are 30 sounds that can be assigned to the pads. The pads play sounds when they are tapped, and tapping in different orders will make drum beats.

The performance can be recorded (up to 30 seconds?) and played back.

We would ultimately also like to have an option to save the song to the build world if possible (please note there is currently no button for this).

Recording a beat will earn 200 MPoints.


Text in instruction panel:

Let's make some electro beats! Drum machines like this one can make an enormous variety of sounds. Some drums might sound familiar, but some might be completely new sounds.

Tap each button to play a different drum sound. Try tapping them all in different orders to create a beat. But that's not all – you can change any sound by dragging a new one from the sound bank to a button. Can you recognise any of the drum sounds?

When you have the sounds you like, tap Record and play your beat! If you make a mistake, or just want to try another beat, tap Clear and try again.

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## Game Elements



Pads are pressed to trigger loaded sounds.
New sounds can be dragged from the bank, and loaded to each button
Can play multiple pads at once.

Scrollable text

Play back/stop performance
Record performance
Clear recording

Play buttons preview new sounds (1 at a time).
Drag play buttons to pads to load the sound.

Switch between 5 banks of sounds

Reset pad sounds to default settings

**INSTRUCTIONS**

LET'S MAKE SOME ELECTRO BEATS! DRUM SAMPLER MACHINES LIKE THIS ONE CAN MAKE AN ENORMOUS VARIETY OF SOUNDS. SOME DRUMS MIGHT SOUND, BUT SOME MIGHT BE COMPLETELY NEW SOUNDS.

Sound files to be loaded to sound banks:
SP 1-1 Ting = Bank 1, 1st Slot down
SP 2-4 Berrp = Bank 2, 4th Slot down
etc

|  | Bank 1 | Bank 2 | Bank 3 | Bank 4 | Bank 5 |
|---|---|---|---|---|---|
| **Sound 1** | SP 1-1 Ting | SP 2-1 Kick | SP 3-1 Skid | SP 4-1 Crash | SP 5-1 Boom |
| **Sound 2** | SP 1-2 Smack | SP 2-2 Smash | SP 3-2 Tink | SP 4-2 Conk | SP 5-2 Ride |
| **Sound 3** | SP 1-3 Buzz | SP 2-3 Hit | SP 3-3 Wobble | SP 4-3 Plick | SP 5-3 Shine |
| **Sound 4** | Sp 1-4 Bloop | SP 2-4 Berrp | SP 3-4 Boonk | SP 4-4 Beep | SP 5-4 Drill |
| **Sound 5** | SP 1-5 Pick | SP 2-5 Splash | SP 3-5 Bink | Sp 4-5 Honk | SP 5-5 Clap |
| **Sound 6** | SP 1-6 Zap | SP 2-6 Fizz | SP 3-6 Toot | SP 4-6 Thud | SP 5-6 Tong |

1) Screen opens on native state: no pads or buttons lit. 9 sounds are automatically loaded on to the sample pads (numbered here)



**Default Sounds on pads when loaded:**

1 - SP 2-1 Kick.mp3
2 - SP 1-2 Smack.mp3
3 - SP 4-1 Crash.mp3
4 - SP 4-5 Honk.mp3
5 - Sp 5-3 Shine.mp3
6 - SP 1-6 Zap.mp3
7 - SP 5-4 Drill.mp3
8 - SP 3-5 Bink.mp3
9 - SP 5-2 Ride.mp3

2) Sounds can be played by tapping the main sample pads. Pads light up when pressed, and sound sample plays once. I'd like multiple buttons to be able to be pressed at once - maybe up to 4.

3) New sounds can be previewed in the sound bank - 5 pages of 6 sounds - by pressing play button. Only one at a time here.

4) New sounds can then be dragged (by play button) on to a pad and replace the existing sound.

5) Users can record themselves playing the pads, using the Record button, up to 30 seconds length. To stop recording, user either presses stop, or automatically stops when 30 seconds is reached.
   - Press Record: Record lights up, and whatever is pressed is recorded to an audio file. Stop button flashes while recording.
   - Press Stop: Stop Recording, Record button dims.
   - Play: Play back recording, Play lights up. Pressing Stop stops playback.
   - Clear: delete recording.

Optional requests I'd like (but there aren't elements in the .psd)
   - A save option, to send recording out to build world
   - A visual indicator of how long the recording buffer is - a bar that fills as audio is recorded.

Thanks!!
*Caleb*