MEETING MINUTE: Requirements elicitation

First meeting with Aula de So

Date: 10/10/2019, 16:00h
At *Aula de So's Antic Pleniluni*
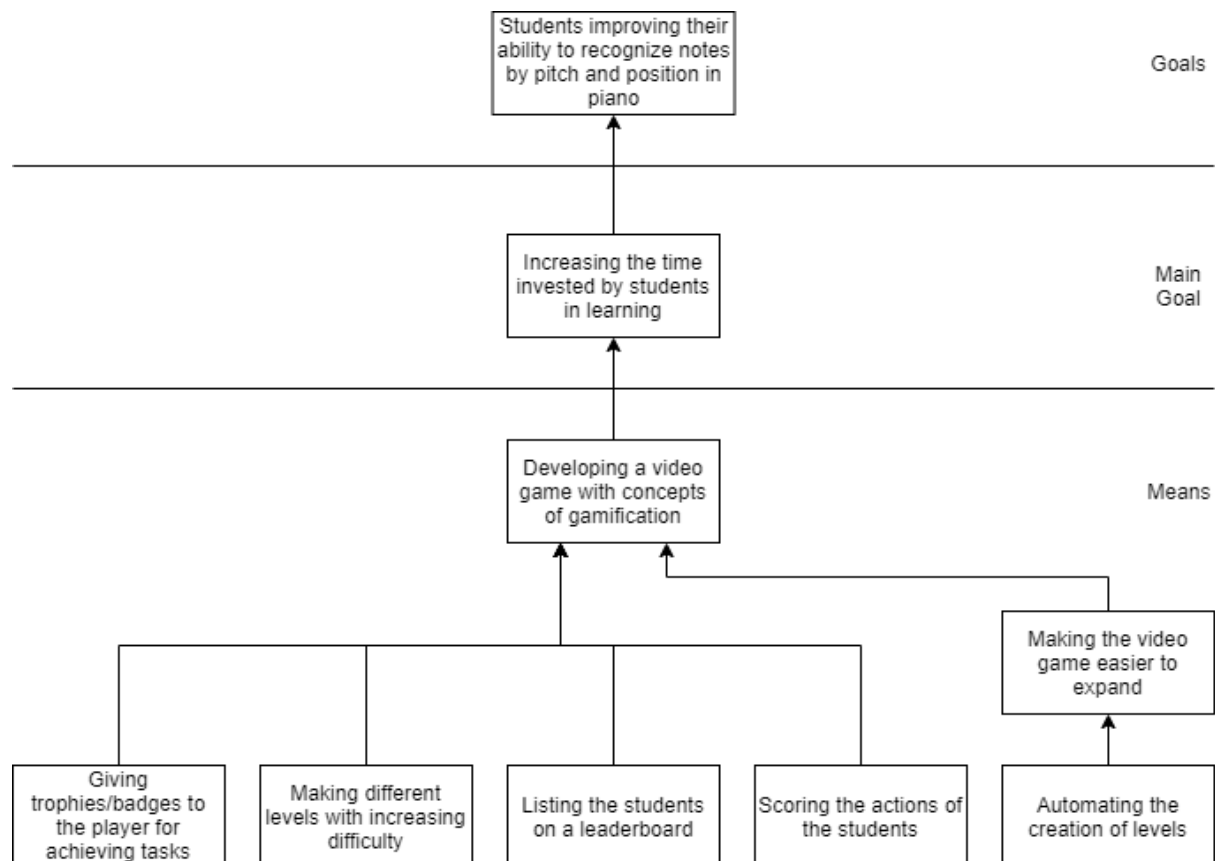
Participants: Joan Cueva
                Daniel Ponsa
                Oriol Hernández
                Martí Marín
                Ana Boixeda

Agenda
- *Aula de So*'s goals for the project.
- Describing the video game.
- Requirements elicitation.

Outcomes

Means-goals tree.

Description of the video game.

Level 1: A slower version of the song is played, and the user has to press the corresponding key on the keyboard when the note arrives to the "reference notes" (the notes that show when the user has to press the corresponding key) to the left of the screen. Each note hit gives the user a point, and every mis-take (missed note or wrong note hit) takes one point from the user's score. The maximum score is the to-tal number of notes in the song. We can see a small character moving to the position of each note when the player hits it.

Level 2: Same as level 1, but with the song played at the normal tempo.

Level 3: Same as level 2, but now some obstacles appear on the screen to make it more difficult and to force the user to play with the sound, instead of rely-ing on the visuals of it. The obstacles make it diffi-cult to see when the note gets to the "reference note" to the left, but the user can still see when the notes come from the right side of the screen.

Level 4: Same as level 3, but now the obstacles cover all the screen.

Level 5: A version of the song without its melody is played, and now the user does not see any note in the screen nor a reference note to know when they have to press the keys. The user will have to press the right keys on the keyboard when the note is supposed to be played. The keyboard makes sound when played. The character now moves from the left side of the screen to the right side, moving a step up when the user hits the right note and moving a step down when the user fails. The Y position of the character represents the current score of the user, while its X position changes with the progression of the song. To the right side of the screen we have three stars, to let the user know what the Y position of its character means in terms of score.