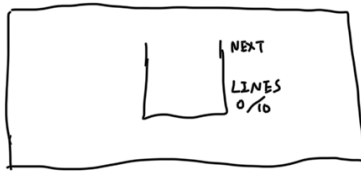


Final performance

Idea from TETRIS EFFECT.



1
OR
4
ON SCREEN

Maybe Noah

(LEAD, Bass, chords) (Drum, kick, down)

2 MEMBERS

1 MEMBER

1 MEMBER

Tools:

Make sure to cover everything we

1. Gibber — Mainly where the sounds from.

(Main, Frontend)

2. PureData — Control samples, play around with s; (Support, Back) and controller of physical "players".

3. P5.js — which runs on gibber so that it (Main, Front) can be shared.

1 MEMBER 4. Physical player — Not decided yet.

(Main, Front)

Maybe based on camera/microbit/microphone.

Must be something interesting!

ME

MEMBER 1

MEMBER 2

MEMBER 3

MEMBER 4

So basically it is Tetris game which is similar to Tetris Effect, but mainly focus on the sound, not the particle effects. When the blocks move/rotate/drop, sound will cooperate (maybe drums). The theme of the game will start with a slow and dark theme. When gamer reach the goal (or stacks higher) the sound/rhythm gets faster, background gets brighter, and particles increase.

Gives presets and full controls to the performers so that they all can change the code and play lively. But should all based on the situation of the game.