

# Y-ALT

Conquer Sound Kingdom

# Overview

- Objective
- Target Audience / Platform
- Game Description
- Flow chart
- Each trainings : localization, frequency, time, memory
- Art Requirement
- UI / UX
- Difficulty Calculation
- Tutorial

# Objective

- To develop an innovative ear-training program based on interactive game modules and propose a new proof-based evaluation method of a trainee's listening skill.
- The training modules include:
  - Auditory localization
  - Spectrum
  - Attention
- The evaluation task is:
  - Matching with internal memory

# Target Audience / Platform

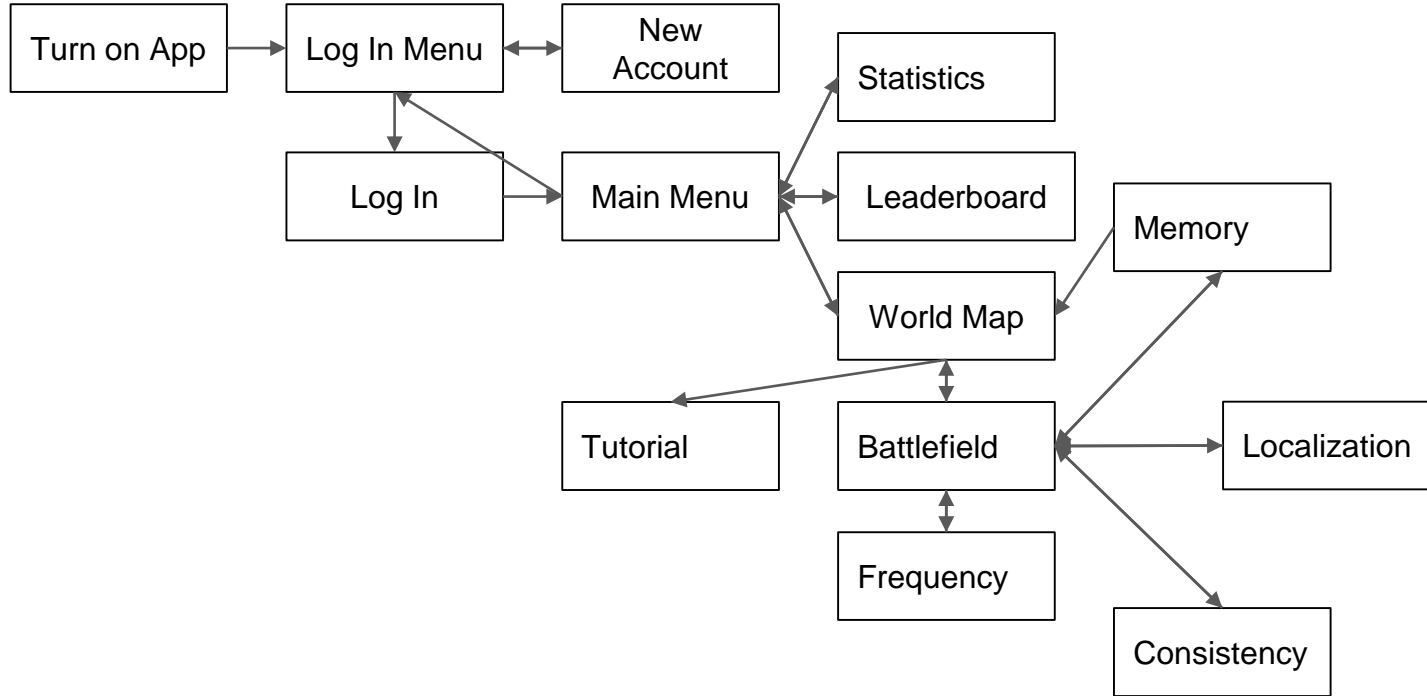
- Audience: advanced listeners who seek for self-driven training program
  - Audio engineers and producers, live sound engineers, broadcasting engineers, students, and more
- Platform: Mobile & Tablet
  - Windows Surface
  - Android Phones, Android Tablet
  - Future: Apple iPad, iPhones

# Game Description - Storyline

In a far far away kingdom where the people with the brightest hearing rule, you are the only one who is left to fight against the evil ruler Zaldir. Zaldir conquered rest of the Kingdom and is using dark magic to spread auditory disease. People are losing their capabilities of hearing day by day and as a just ruler of Sound Kingdom it is your task to save everyone.

You are on a mission to defeat Zaldir and his army. Train your soldiers, scout out your enemy, and do battle to take down Zaldir and restore the Sound Kingdom to its righteous glory!

# Flow Chart



# Localization

- Localize enemy base in order to attack
- 3D environment → Sounds coming out from random position
  - Enemy Sound
  - Other environmental sound (obstacle)
- Difficulty Increases
  - Time limit
  - More obstacle sound
  - Elevation & De-elevation of sound position

# Spectrum

- Identify different frequency change based from the reference sound in order to create soldiers
  - Changes include change in actual frequency & dB level
- Click Reference Sound → Click Target Sound → Decide frequency level that has changed
- Difficulty Increases
  - More frequency & lowered dB levels included



# Consistency

- Make given sounds to flat spectrum and check how consistently you can do the job (not be illusive by enemy's magic attack)
- Certain amount of soldiers are used in each battle
  - If answered n amount of questions correctly the player wins
  - If the player gets 90% or more he/she can skip few battles and progress

# Memory

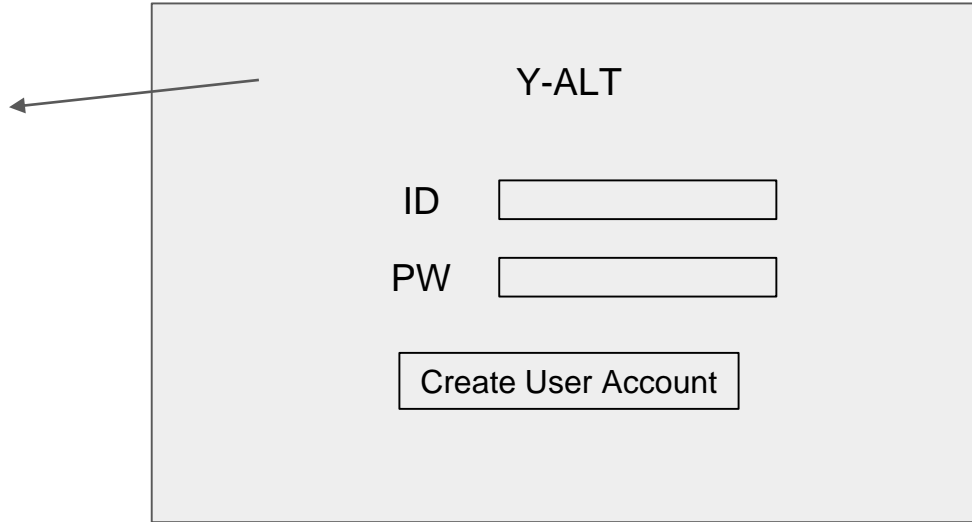
- Ultimate test for each level
- Recreating given sound
  - Combination of previous tests

# Art Requirement

- World Map: 10 Territories - 1 Player's & Rest Enemy
- Battlefield:
  - 1 Section for Player Castle
  - 3 Sections for Battle
  - 1 Section for Enemy castle
- Fog/Smoke
- Different types of soldiers (3~4 types minimum with 2 colors each - one player's & one enemy's)
- Castle Designs (2 minimum - one player's & one enemy's)
- Buttons
- Title Design
- Font Design (most likely purchase or find free font)
- Art for localization (Obstacle sounds)
- Inside Castle (creating soldiers)
- Battle Scene background
- Boss stage background
- Graphs, gauge, etc

# Log in Menu

Background  
Image



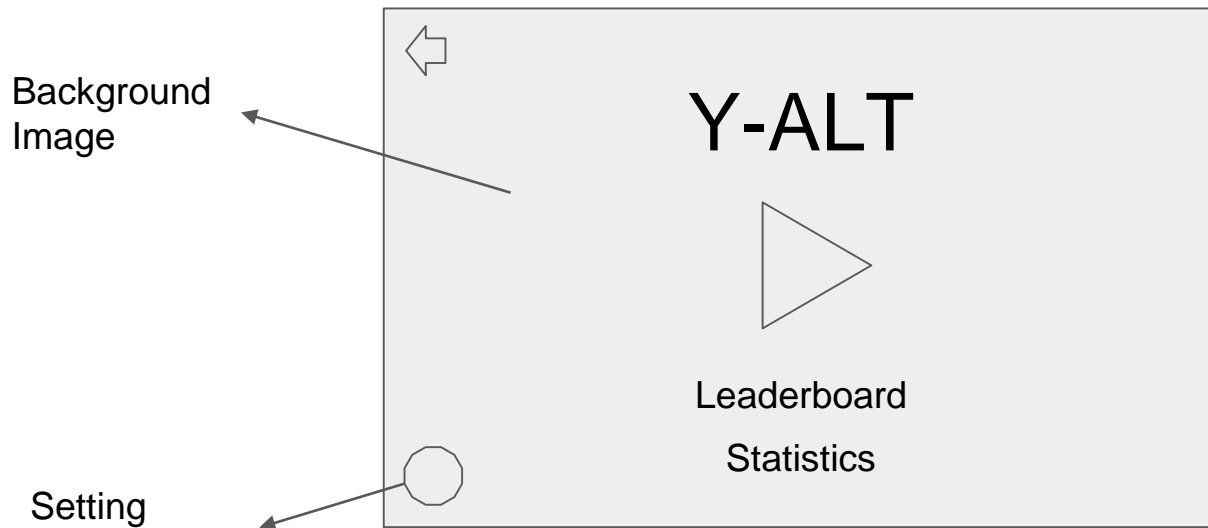
Y-ALT

ID

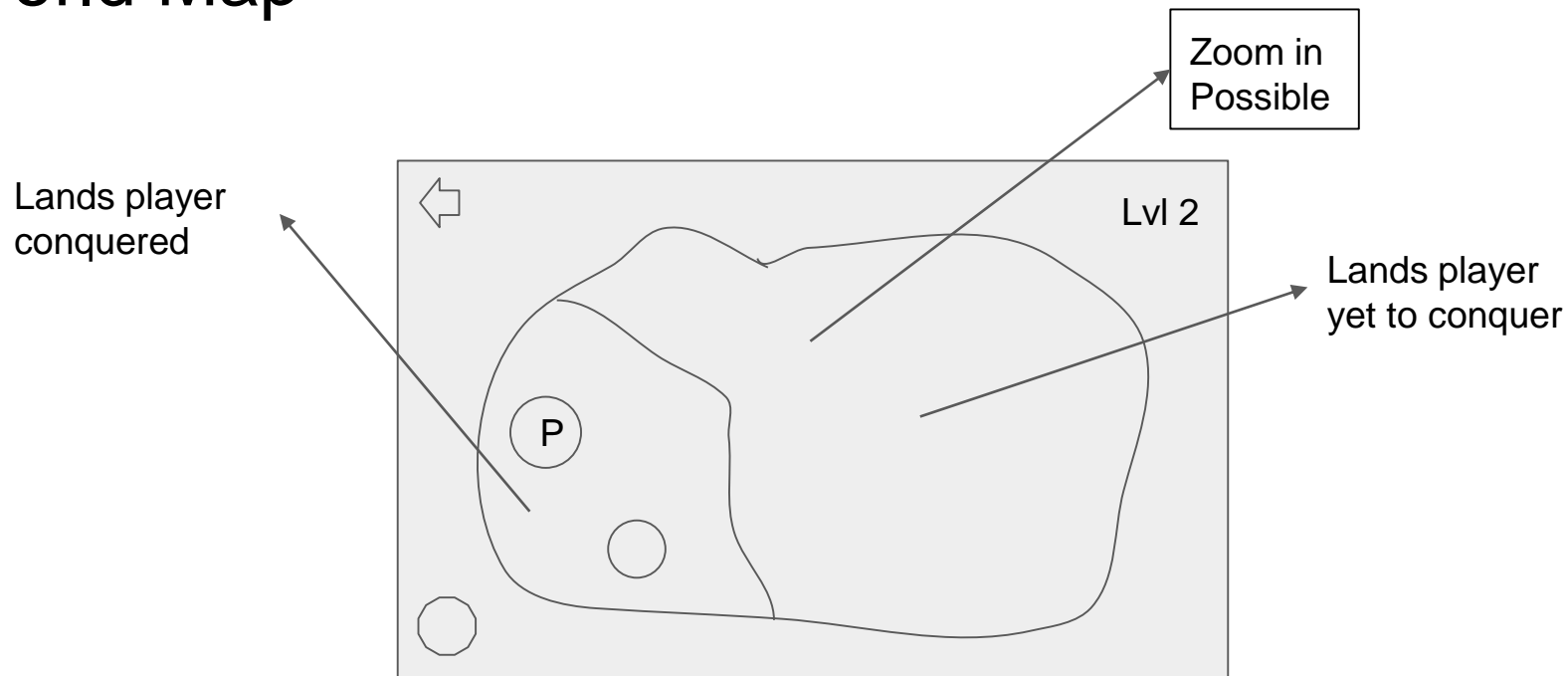
PW

Create User Account

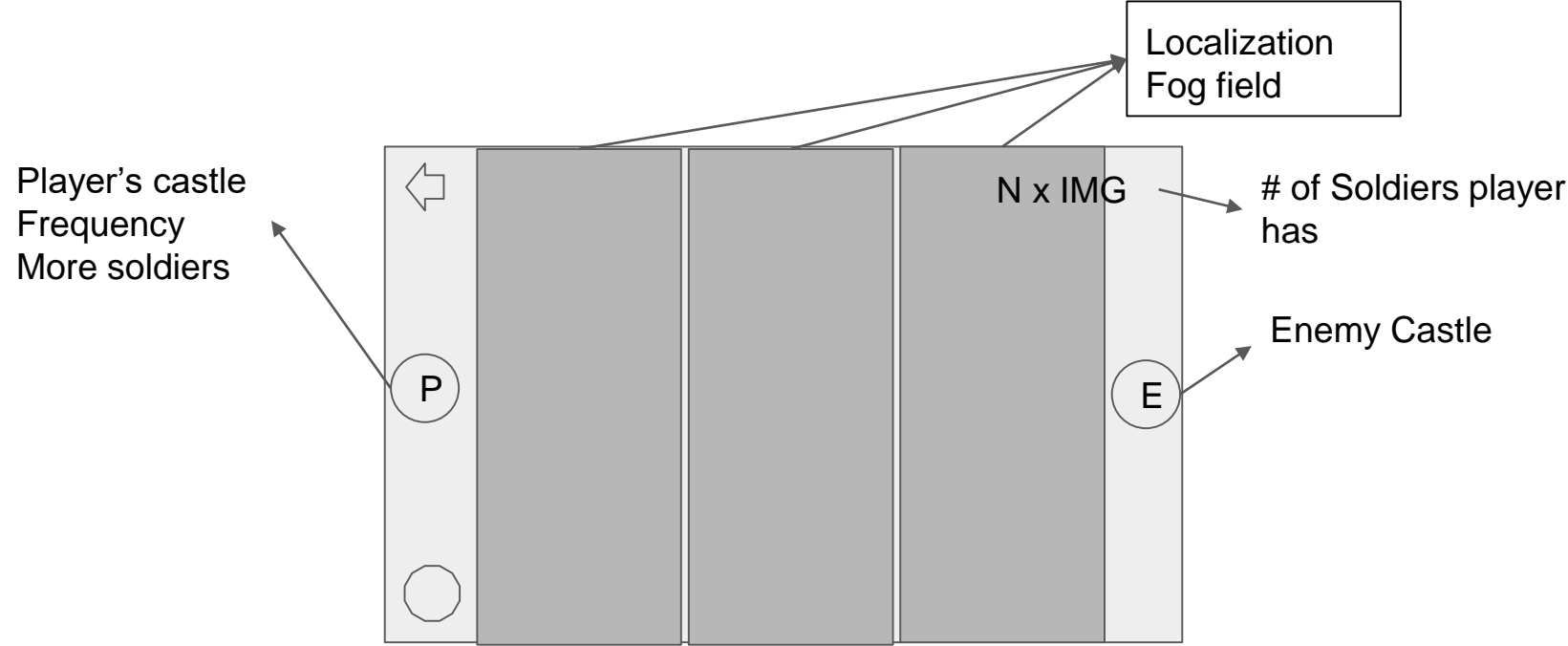
# Main Menu



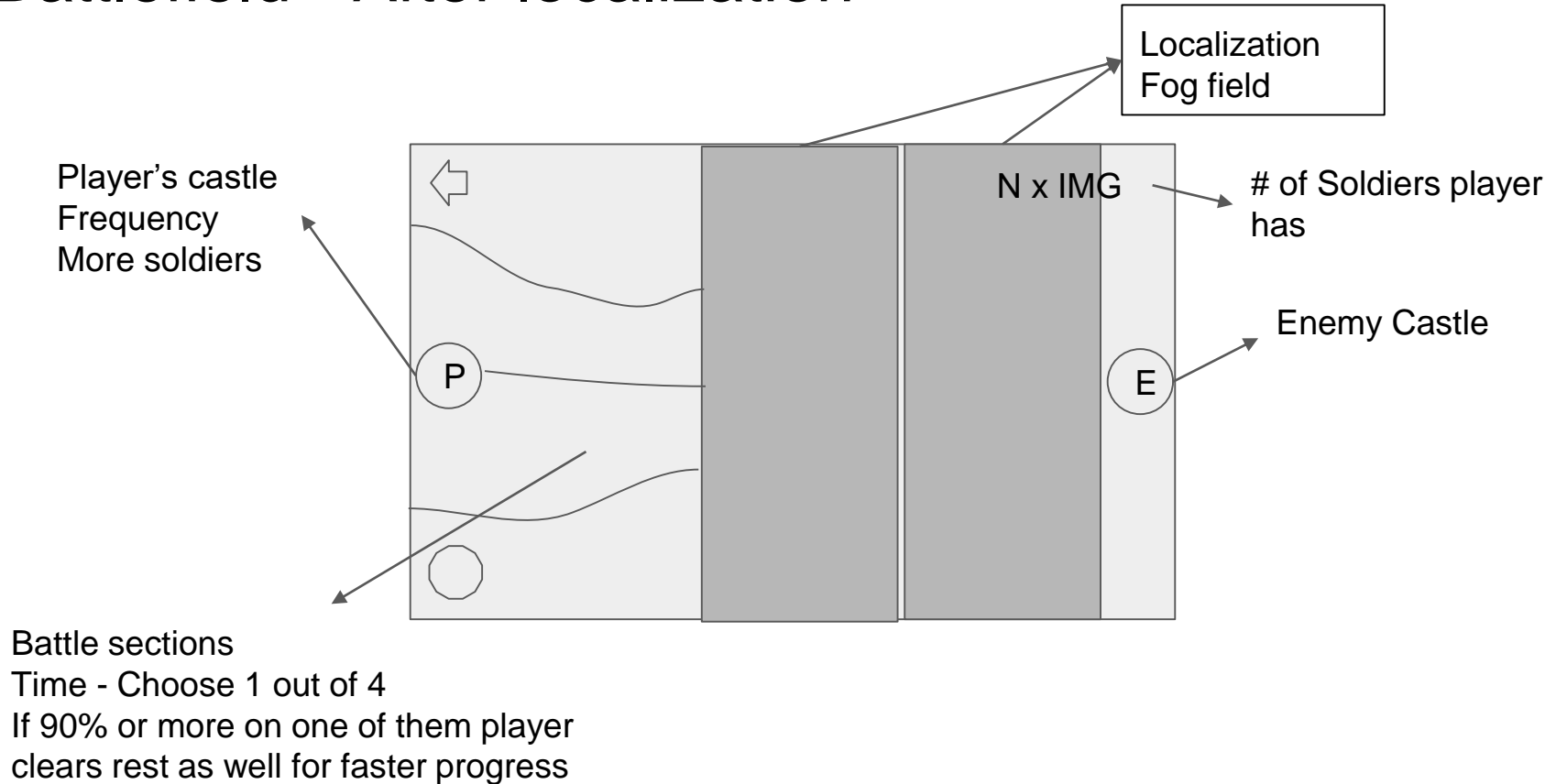
# World Map



# Battlefield

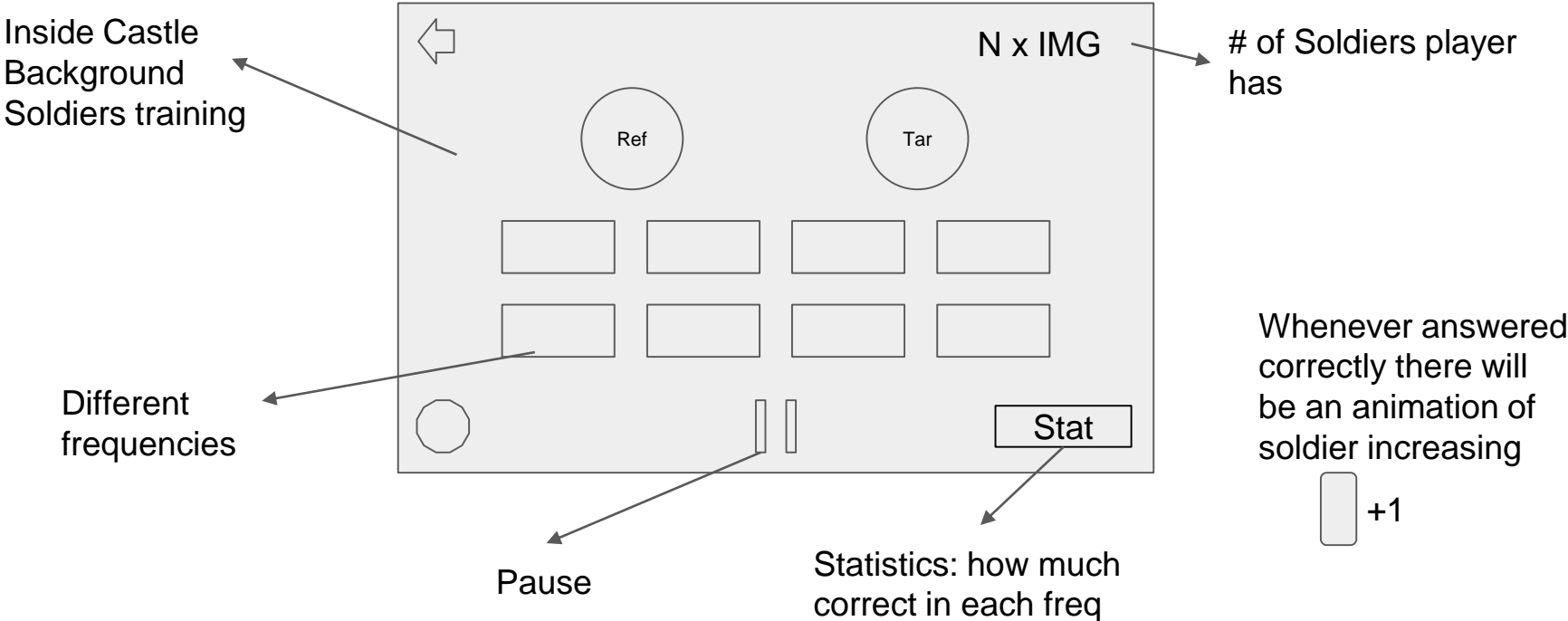


# Battlefield - After localization

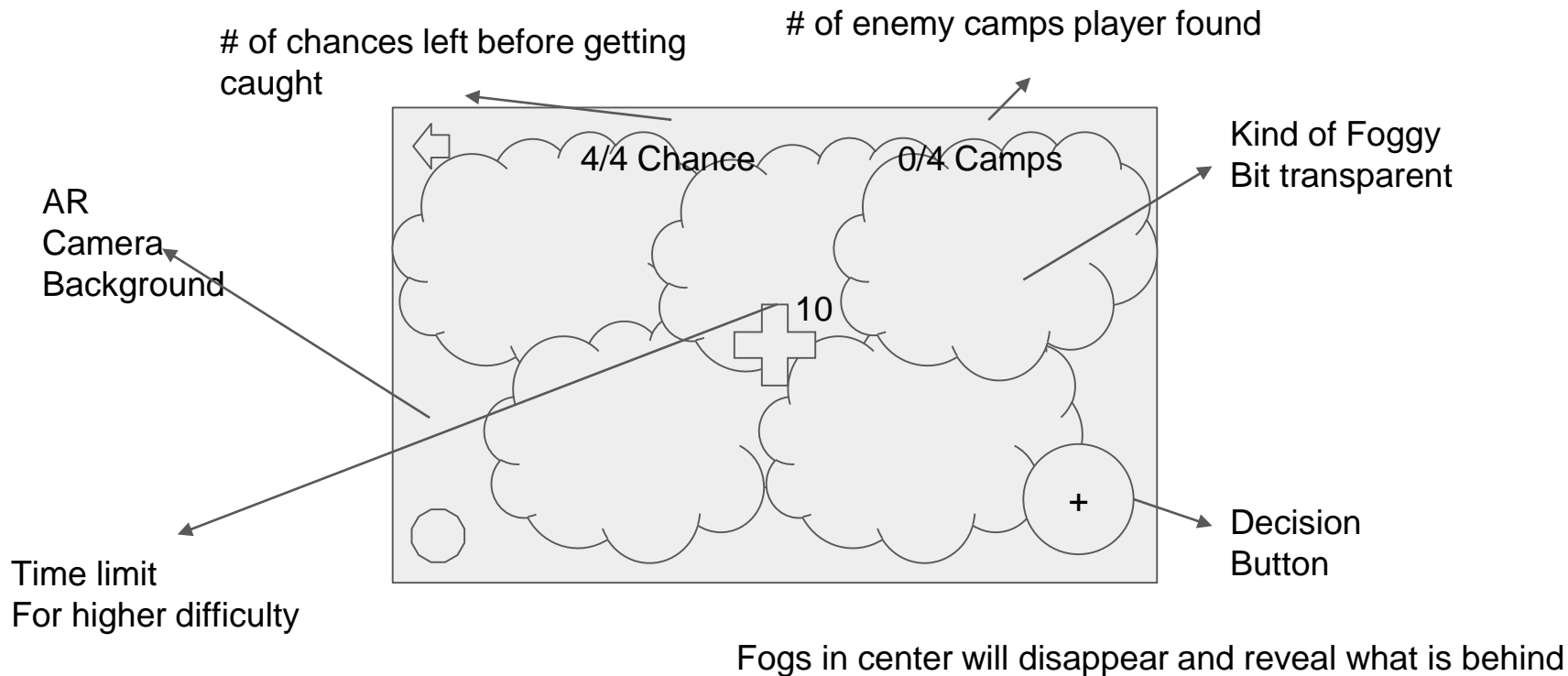




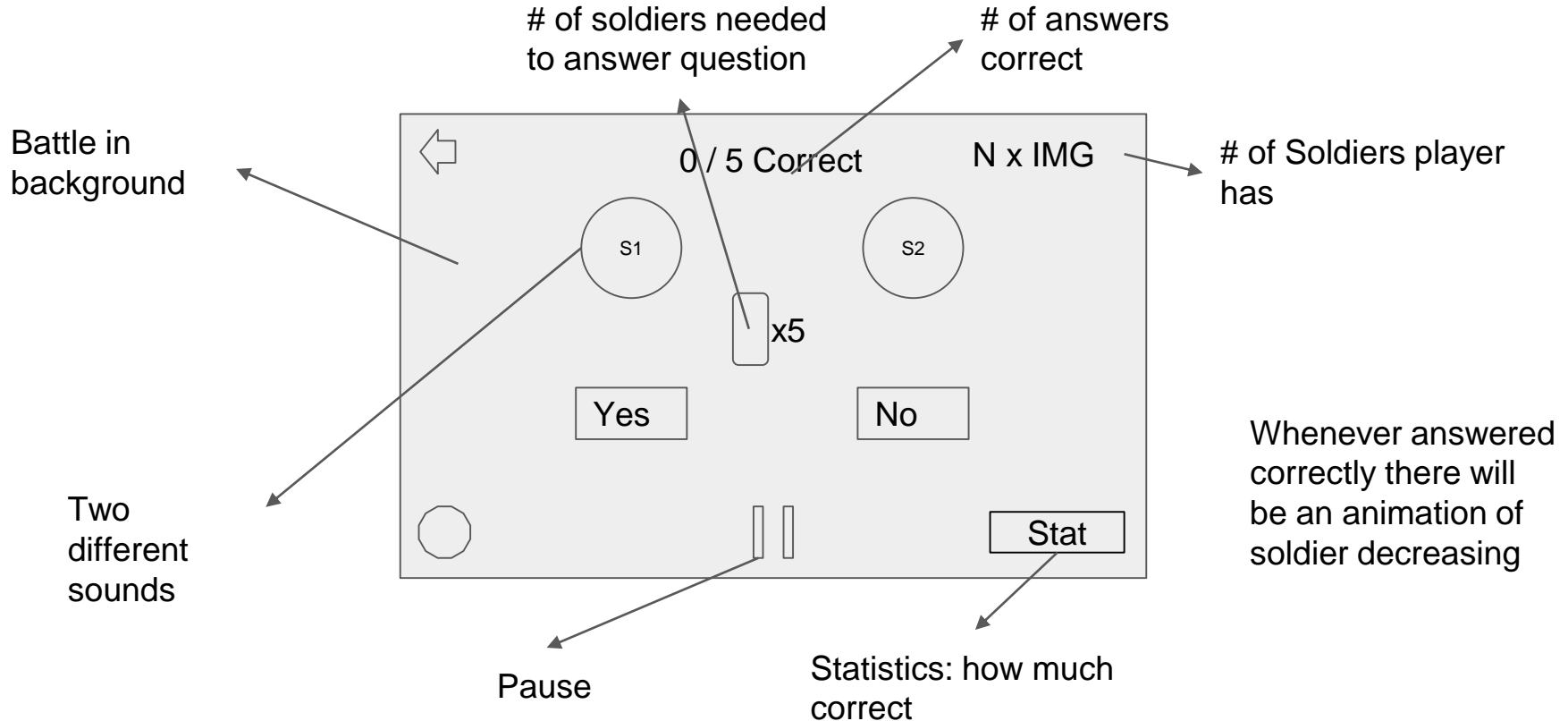
# Inside Player's Castle





# Localization



# Time : Actual Battle

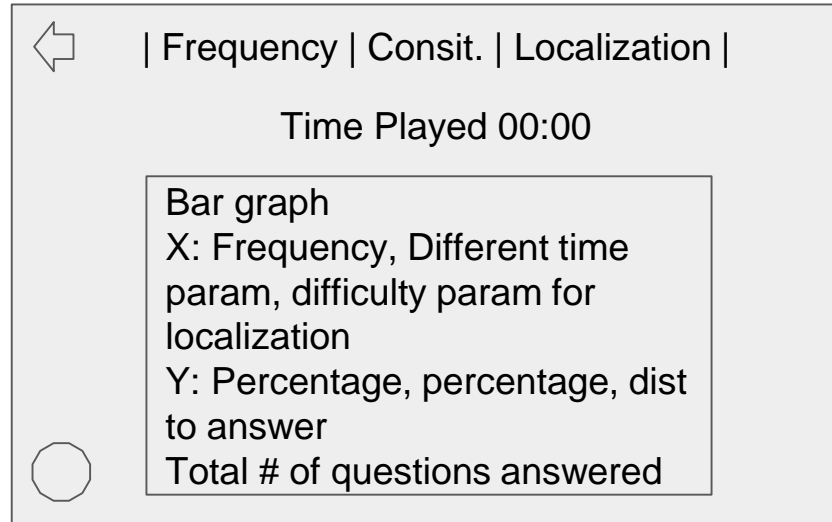


# Leaderboard



	Spectrum	Localization	Consit.	Total
1	Name1			100
2	Name2			100
3	Name3			100

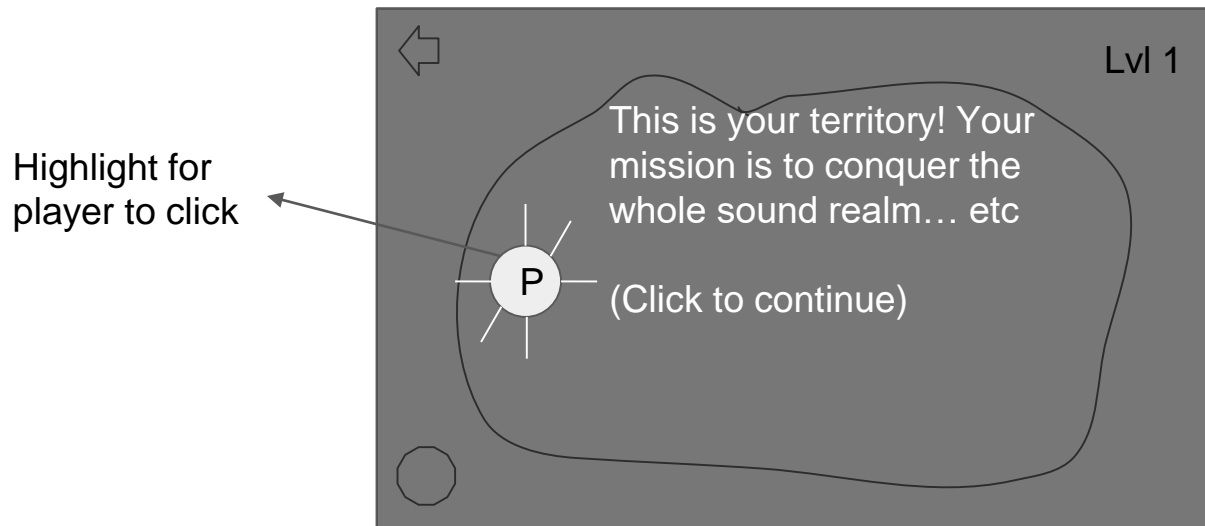
# Statistics



# Difficulty Calculation (Example)

- 1 Hour Standard & level 1
  - 20 min each for each training (Frequency, Localization, Consistency || Memory not included in the 1 hour)
  - 7 Frequencies & 140 questions / 20 min = 20 correct for each frequency and 1400 soldiers earned (if all correct)
  - 3 Localization game 5~6 min each
  - 3 Consistency Game & each time game has 13~14 questions = around 40 total. Each question require 30 soldiers  $\rightarrow 30 * 40 = 1200$  soldiers spent (if all correct player can clear one whole section)
  - By the time player reaches memory test player will have all frequency requirements finished (20 each) with 200 soldiers left to attack.
- = memory game requirement

# Tutorial

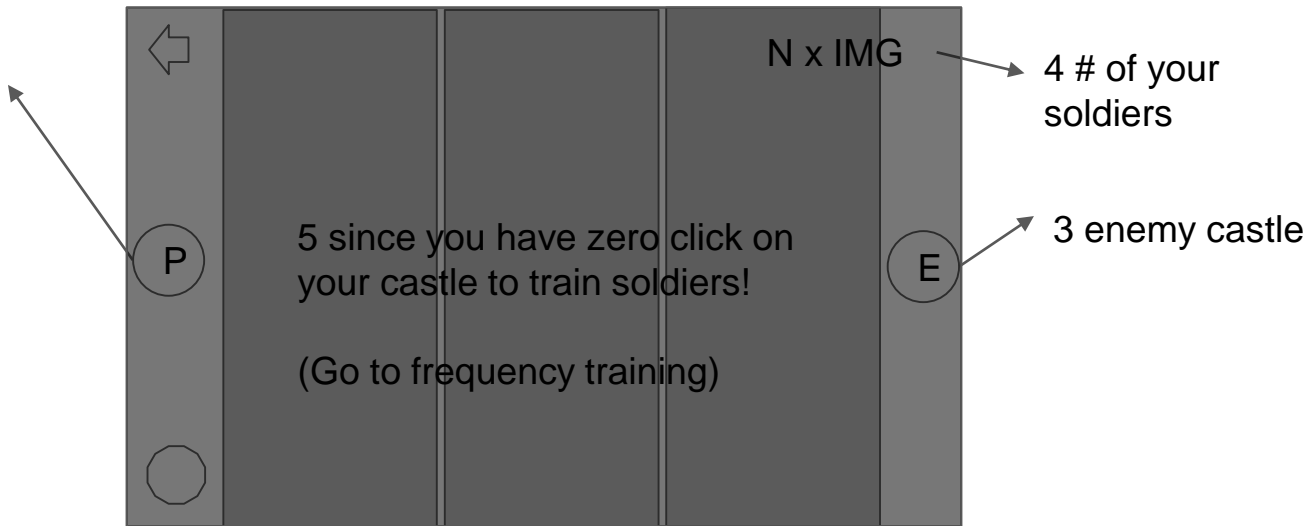


# Tutorial continue

0 Highlight and describe in order

1 “This is the battlefield! You need to clear the mist and proceed to conquer enemy territory”

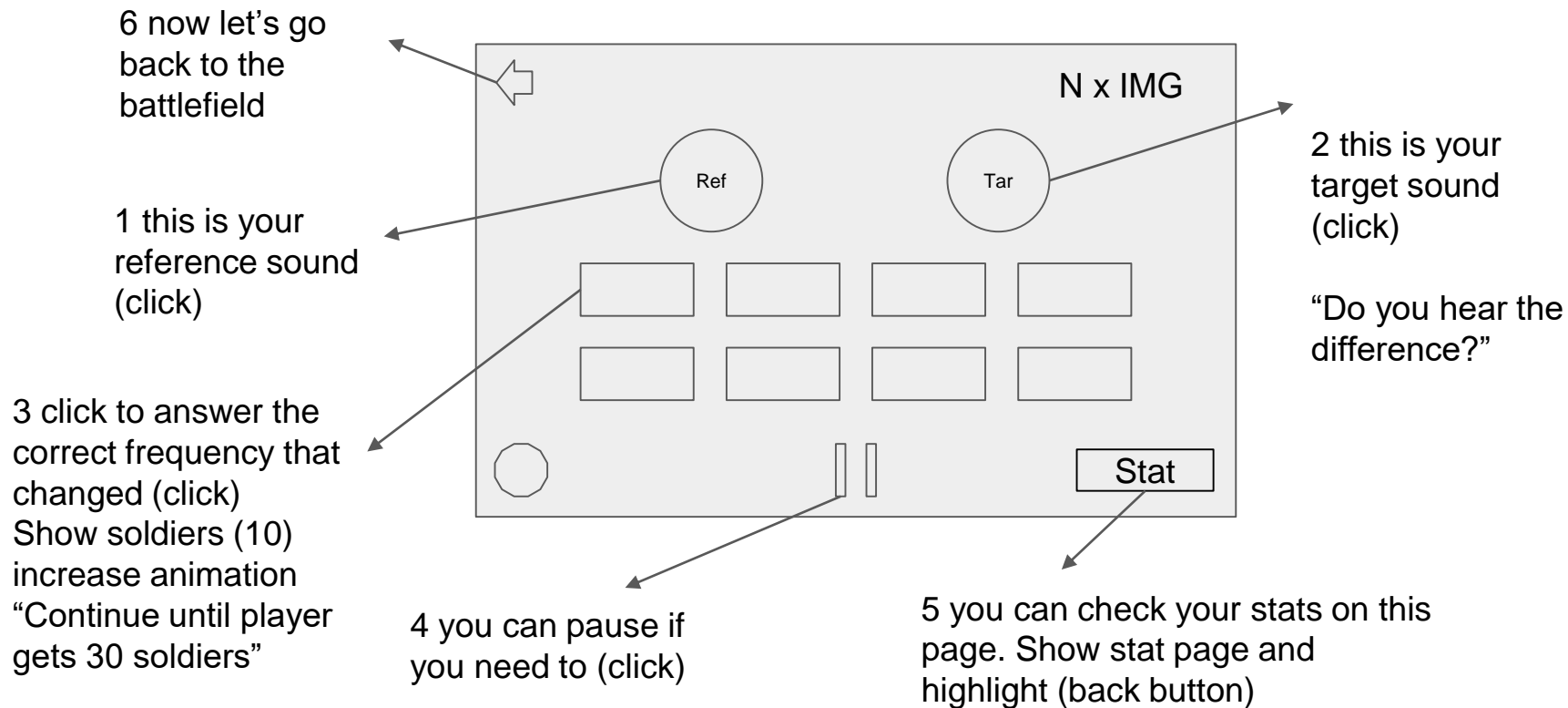
2 player's castle





# Tutorial Frequency

0 Highlight and describe in order



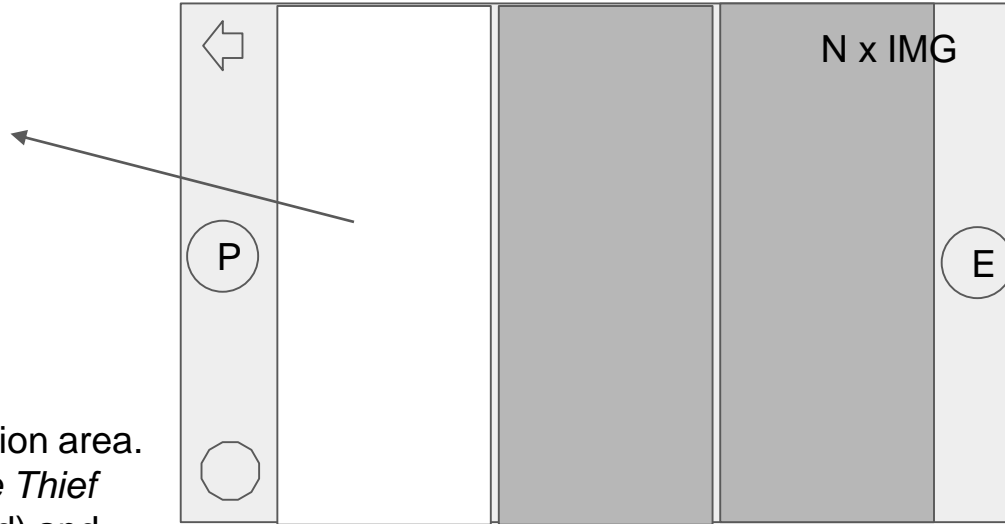
# Tutorial Localization

0 Highlight and describe in order

1 highlight  
“Click to  
investigate  
area”

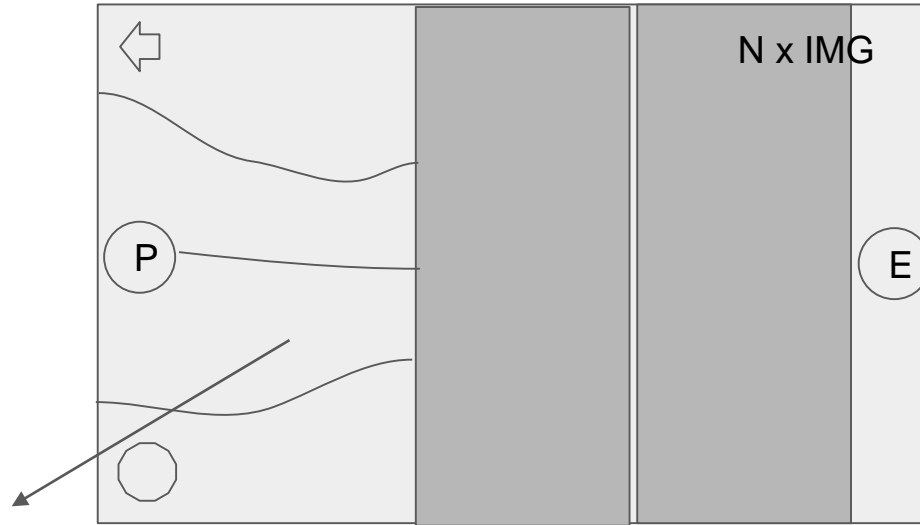
2 go to localization area.  
Show *Catch the Thief*  
tutorial (modified) and  
play

3 once cleared remove  
mist and show sections



# Tutorial Consistency

0 Highlight and describe in order



1 highlight one of the sections

“Click to battle!”

Show popup (require 5 soldier)