Project Proposal

1. Group Members
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2. Project description:
    a. Purpose and target users
        i. Into the Void is a mobile game where users assume the role of an astronaut stuck in space. Throughout a variety of levels, the player's role is to guide the astronaut back to safety using the pitch of their voice to control the elevation of the astronaut's ship as it navigates dangerous obstacles on its way back to Earth.
        ii. Our total available market includes all iOS users with a penchant for mobile games. Early adopters will likely include more adventurous users who feel comfortable being somewhat noisy in public spaces while they play the game.
        iii. Other users might include: amateur singers, voice lesson students. As some features could turn this app into a pitch-accuracy practice for educational purpose.
        iv. Note: This game will be created using the Unity Game Development Engine and ported over to iOS.
    b. Core Features
        i. Pitch-Controlled player movements
            1. Players control the elevation of their character by varying the pitch of their voices. Higher voices result in higher elevations.
        ii. Personalized Pitch Calibration
            1. Players can calibrate their voice range, and the character would move to the position relative to the established voice range

iii. 3 to 5 premade basic level maps with fixed relative pitches
    1. These would estimately consist of 20-30 notes
    2. Higher levels will be made more difficult through a variety of possible game mechanics
        a. Faster speed
        b. Wider range of pitches

c. Side Features
    i. Users can upload their own picture for “character” to play in the game
    ii. Levels have designated “breathing” spots, so users can breath
    iii. Players can earn power-ups throughout the game (which could include but not limited to)
        1. Extra lives
        2. Auto-pilot
    iv. Users can adjust the difficulty of the game (Beginner, Medium, Advanced)
        1. How fast the character is going
        2. How small of margin of error for each note

d. R&D Features
    i. User is able to create their own map by putting in musical notes
        1. User can tap in a few notes and create sheet music
        2. User can import sheet music and
    ii. Users can upload current score and compare their scores with other players
        1. Ranking System will be developed
        2. Share scores on social media
    iii. Users can Users can choose the type of note intervals (major scale, minor scales...)
        1. Turns the game into a singing practice / pitch-correction tool for educational use