

## AN Week 7 voice

**Format:** Game

**Beginning story:** A teenager returns home from university only to find the town he grew up in empty, with plenty of ingredients in the fridge and the water heater on, and people who seem to have vanished into thin air without warning. The town is famous for its music and the great musician Francis is the pride of the town, and it is for this reason that almost everyone in the town knows an instrument, each with their own unique skills. At this point, a masked old man suddenly appears and tells the young man that if he wants to get back his family and friends, he needs to start with their musical instruments, defeat the instrument spirits and after collecting all the pieces of their musical memories, the man will return to the town.

**Initial setting:** the player chooses their gender, appearance and the instrument they are good at (electric piano, acoustic guitar)

**Level setting:** The player goes in search of the musical instruments in the town based on the sound. Once found, each instrument triggers a fragmented memory and the player begins to fight the instrument spirits with their initial cards (instrument master and music tiles). During the battle random keys will appear in time with the music rhythm and buff bonuses will appear when the correct click is made.

**At the end of the level:** The player will receive a memory fragment and a musical instrument fragment as well as a music clip.

**The parts work as follows:**

*Memory Fragments* - When a complete character memory is assembled, the character can be used as a combat bonus and only one can be worn.

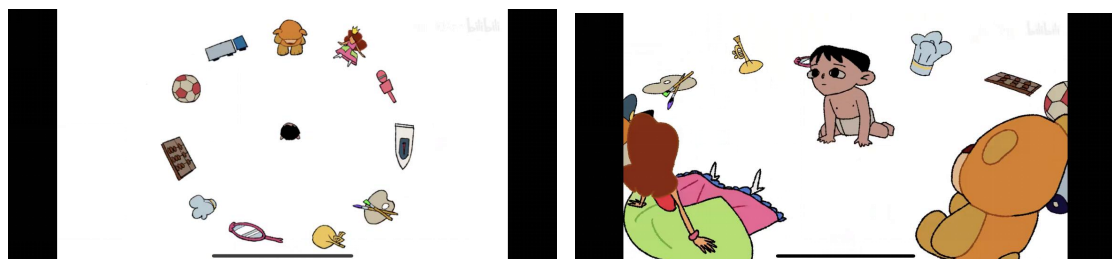
*Musical Instrument Fragments* - Once a complete musical instrument has been created from all the pieces, the card can be used by the main character.

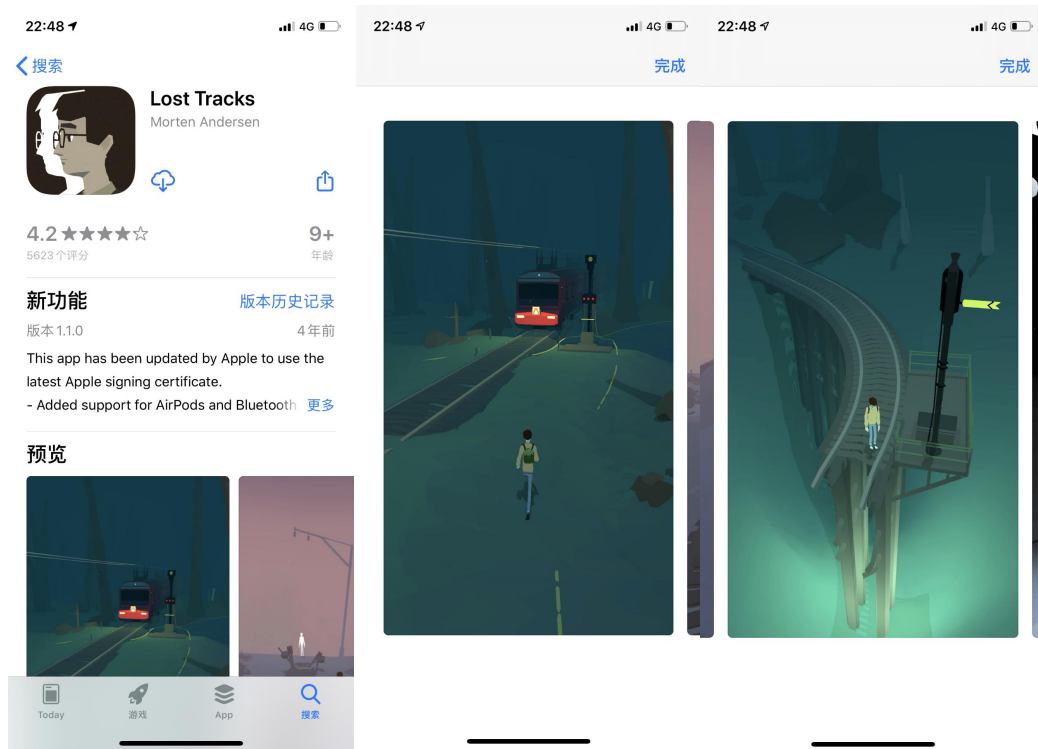
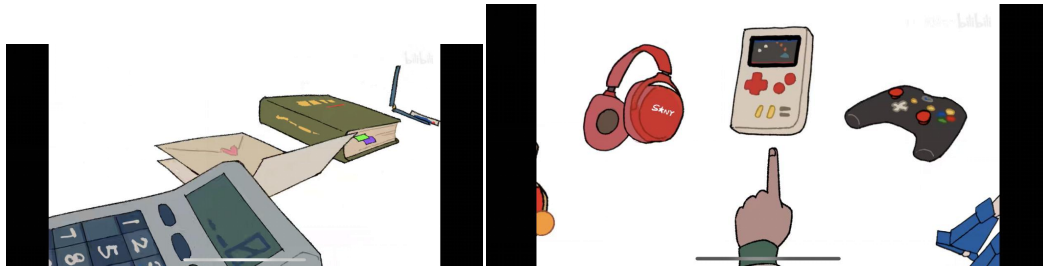
*Musical Fragments* - When a complete musical piece is assembled, the main character can use the musical card to attack.

### Related work

*Animation of the player selecting a musical instrument:* 抓周 by student from Communicate university of China

*Animation of the player looking for a sound:* Lost tracks by Morten Andersen (ios app store game)





## Thinking about class

For this assignment, I wanted to respond to the class topic of the importance of sound in animation and game work. So for the first time I tried to create a game plan, worried that it would not be very professional, so I browsed the internet for some good game plans and made the current one as it is. When considering whether to use it as an animation or a game, I thought it was more important to have music in the game. There are a lot of popular music-based games nowadays, but often the music is used as background music to set the mood or as a rhythm game, so I wanted to make a game that starts with music and uses music to fight, perhaps this maximises the function of music in a game piece.

**PLAN**

document {

- ① beginning story → How did it happen?
- ② game kernel → why should pass clearance.
- ③ other award → How to customs clearance.
- ④ voice function → record some samples.
- ⑤ found related work.

Related work:

IOS GAME: The track

Animation short film: 拾圓

www.hbbilibili.com

scary → happy

game → voice control → music game → eg: Master Beats.

found voice → eg: The Track.

eg: (a chinese animation)

musical instruments. ← Animation

How voice became important? key element.



found voice/ found memory

card game

goal: for main role's memory

**A GAME**

way: choice musical instruments → get fragments of memories (card).

Asleeve ← piece together memories

story

finished university studies

came back home → nobody in home → only musical instruments → collect all the fragments → get a family member came back → fight with monster.

guitar → brother

piano → mother

violin → father

鼓 drum → little brother

大提琴 Cello → little sister

手风琴 accordion → grandfather