GAME CONCEPT 28
"The Musicarium"

Focus: The Musicarium allows a player to experience what it's like to be a classical musician. It tries to capture the social attitudes and styles presented in a fun and enjoyable environment. The environment is a rich one, highly flexible, allowing the player to experiment almost everything.

THE CONSERVATORY

Located in what's naturally rich and vibrant. The place where the player starts as a graduate level classical music student.
The game allows player to choose his character.

Choose Your Character

- Serious Man
- Serious Lady
- Truck Driver

Also, allows player to choose his Instrument.

Choose Your Instrument

- The Violin
- The Trumpet
- The Piano
Musictarium

Game Play: 1st Shooter (viewer) 3rd mode allows player freedom to look & move in 3d

What does player do? Attends classes, choosing?

Other Students

The instructor uses a 20th century style on contemporary class.

(player's view) 1st viewer mode

Player participates in rehearsals

Solo Practice

3rd viewer mode

Player

Professor

Instructor

As I have previously explained.

orchestral/solo

Player

chord

current position

whole note

quarter note
Music Theater

- to play notes, player uses keyboard, player can use
  - to move to look around freely.
  - player should play notes according to the script
    presented at the bottom.

- In orchestra, rehearsal, player has to be in sync with the rest of the orchestra.
  - if player starts making several mistakes or drifts off, others stop playing & look at him.
  - orchestra leader starts making notes to player.
  - Pieces have to be actual classical pieces.

Player participate in concerts

\[
\text{Audience}
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- player can zoom in/out

- As in practice sessions, player has to play correct notes & be in sync with the orchestra.

- Audience are interactive: if player makes mistakes, they start clapping, get mad, and ultimately vote to be