

KHAIRI REDA

# GAME CONCEPT 23 "The Musicarium"

Focus: The Musicarium allows a player to experiment what's it like to be a classical musician. It tries to capture the social attitudes / techniques presented <sup>to</sup> in a funny & enjoyable environment. The environment is a rich one, highly flexible, i.e. allows the player to experiment almost everything.

## THE CONSERVATORY :



- Located in rural, naturally rich & vibrant. The place <sup>is</sup> where the player starts as a graduate level classical music student.

## Musiatarium

KHAIRI R6PA 2/4

The game allows player to choose his character

---

### Choose Your Character



Serious  
MAN



Serious  
LADY



Real Vibe  
Guy

---

- Also, allows player to choose his Instrument  
at least 6 instrument shall be available.

---

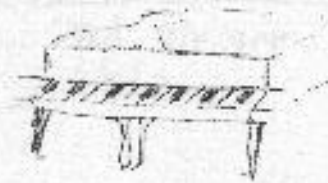
### Choose Your Instrument



The Violin



The Trumpet



The Piano

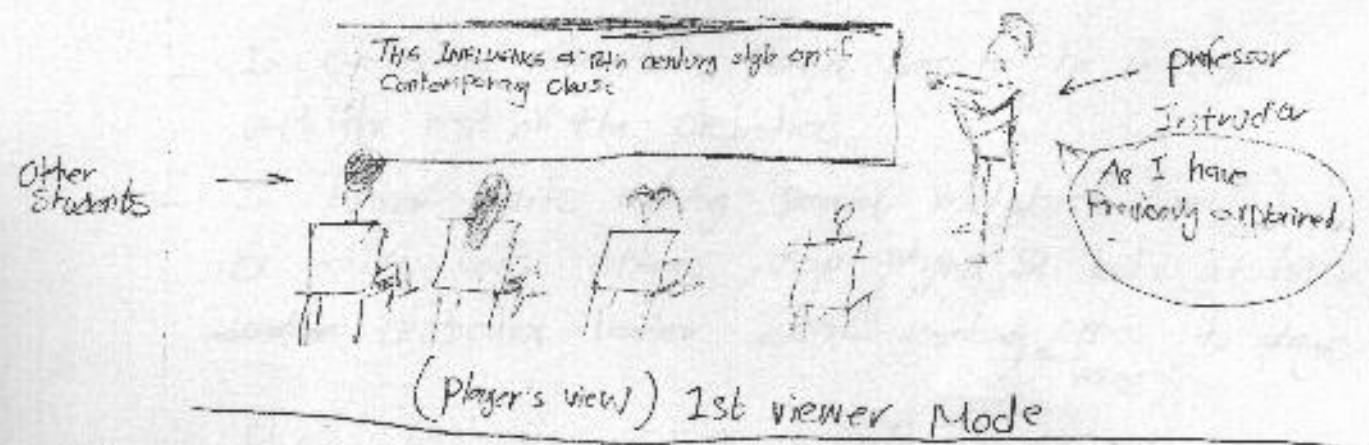
---

# Musictarium

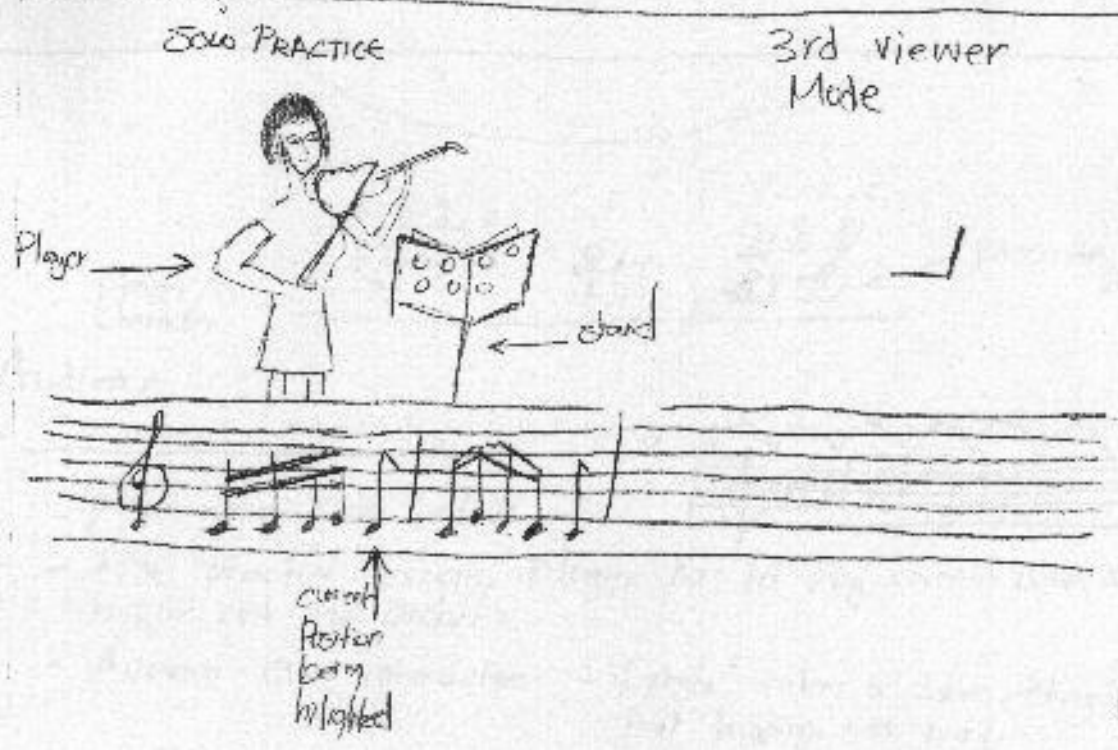
KHAIRI REDA

— Game play: 1st shooter (viewer) 3d mode allows  
player freedom to look & move in 3d

What does player do? Attends classes (Cheating?)



Player participates in (orchestral / solo) rehearsals

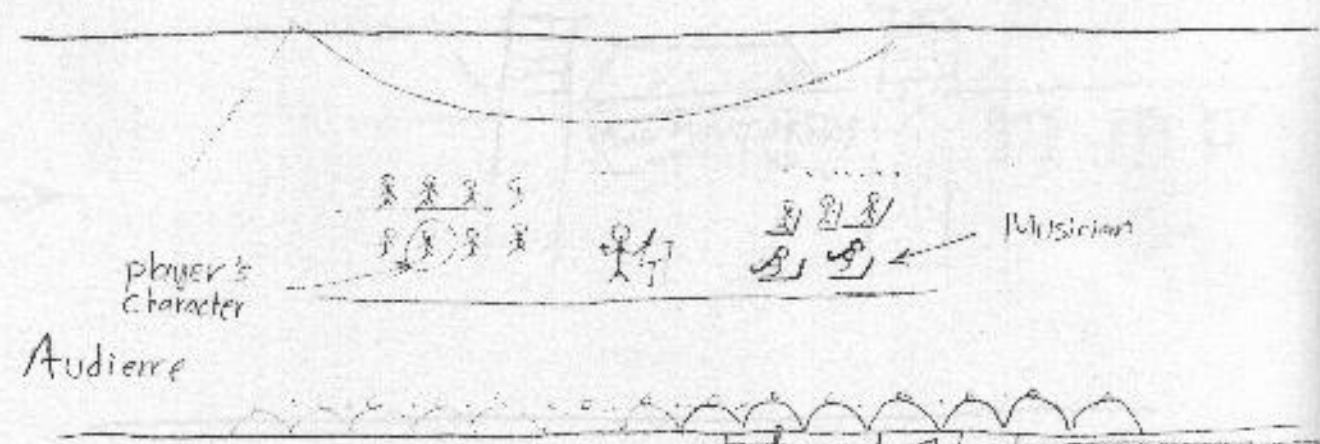


# Musicarium

KHAIRI REDA

- to play notes, player uses keyboards, player can use the mouse to look around freely.
- player should play notes according to the script presented at the bottom.
- In orchestra rehearsals, player has to be in sync with the rest of the orchestra.
- If player starts making several mistakes (over 5) or drifts off, others stop playing & look at him. ~~leader~~ orchestra leader starts making notes to player. voice
- Pieces have to be actual classical pieces ~~with~~ real

Player participate in Concerts



- 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 laughing & get mad.