

Music Training Game – gameplay document

Goal: To teach musical notes and piano keyboard layout.

Gameplay goes as follows.

User starts with basic training -> Advanced Training -> Performance before an audience ---
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Learning curve (learn more difficult levels)

1. Basic training

The gameplay starts with introduction to the idea of learning music (“so you want to learn music...”), show user a quick demo of action in play (we would develop this if we have time), and then puts playing into a practice room. We could have an instructor (a person avatar) explaining in clear voice training instructions.

In this mission we would have user learn basic note reading. We should use the node, show him/her a picture of keyboard (3D model) and mapping on the computer keyboard (or we can have them press appropriate key, for example c for C, d for D – we would need to figure out how user would press sharp and flat notes). After completing this mission user should be familiar with basic note reading. If user does fairly well, he/she gets to walk out of the room to explore the rest of the auditorium, otherwise he/she needs to repeat the level.

User has freedom of walking around the room exploring the practice room. We could have some instruments laying around which would allow user interactivity with them (for example if user clicks on an instrument, we could have instrument play a sample music – not too long and have an animated book with text about the history/useful details of the instrument (narrated)

2. Advanced training

After user finishes Basic training he/she advances to another level, advanced training. It would be represented by another music room.

If user does well here, he/she advances to next level, which is playing in auditorium before the audience

3. Performance before an audience