
SONGBIRD
Colour through sound.

Three C's

01. Controls

Xylophone

A control scheme unique to my game is the xylophone controller.
Which I want to use to manifest a musical feeling.

02. Character

Ding Ding

An adorable little fella Ding Ding the Songbird. The player will control Ding Ding the music note shaped bird.

03. Camera

Side On

Akin to the games that inspired me such as: Mario the camera will be side on.
So the player can see plenty of the screen.

Controls

Alongside the xylophone, alternative control schemes have been considered. Common control inputs such as: keyboard, controller and touch will be included.

Research has led to an adaption to my approach on my controls. Makey Makey kits allow any item imaginable to repurposed into a controller. As a result of this discovery, I intend to make my controls easily changeable to allow for versatility and dynamism other games are void of.

Doing so can make my game playable to a wide audience regardless of disability or difficulties.

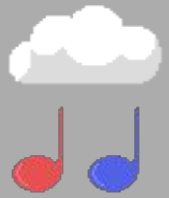
Characters

To ensure that even a blind person could play the game, furthering my push for accessibility. Each thing whether it be item or enemy has a distinctive instrument assigned to it.

For example you know it's a snake if you hear maracas

Three enemies types exist within the game:
Hawks,
Cats,
Snakes

Each made to challenge the player differently. Snakes on the ground, cats when climbing, hawks when up high.



Story

Ding Ding the Songbird has fallen out of his nest. Separated from his parents and thrust into the fury of the wild that wants nothing more than to eat him.

The player must navigate Ding Ding through many obstacles to return him safely.

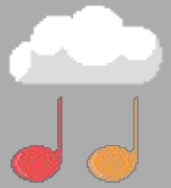
What could go wrong?

Lack of playtests could be an issue. As so much of the game experience is reliant of audio feedback to the player, it's essential I receive extensive feedback via playtests. Taking advantage of friendships I'll be persuading many friends to try out versions of my game to gauge responses.

Talking to the game developers of One Hand Clapping they mentioned how my xylophone controller would need to have more considered inputs than a usual controller to make all the inputs feel important. Play testing will make sure I execute that well.

Puzzles in my game will be solved through sound and colour, this could be difficult to convey to the player leading to overally hard puzzles. On the other hand puzzles cannot be so easy as to risk the game being boring.

Striking these balancing is key in preventing problems for my project.



High Grade Worthy?

One it is a massive undertaking to make the game so accessible with such a variety of control schemes. It means my game will be put to the test a lot and if it doesn't hold up it will be very apparent.

Additionally, previously I did a sound project and it wasn't my strong suit this shows I am pushing myself to learn more which I hope will show in my outcome how far I have come.

Lastly in the past games I made were pretty to look at but programming was lacking. This time programming has to be on point since the game will need so much playtesting.