

Anthony Albers

Interactive Activity Assignment

Game Description

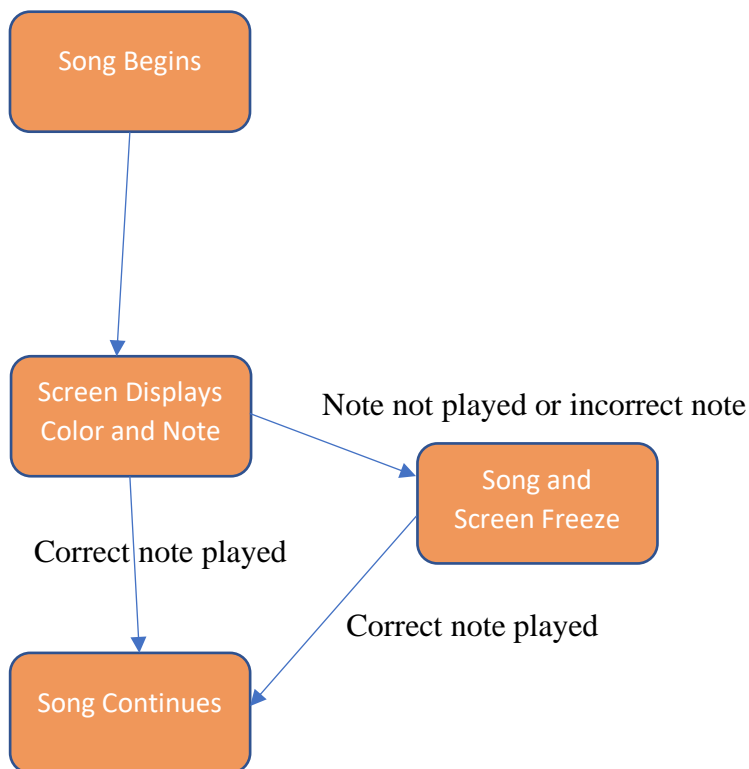
The proposed interactive game that I have come up with is a music-based educational note and rhythm game. The game will make use of Boomwhackers which are plastic tubes that are made in such a shape that each one, when “whacked,” plays a specific musical note. There will be a screen with a simple but fun dancing character that will dance along with a number of songs that play. The children who are within 10 feet will also be displayed on the screen so they can dance with the character as well. As the song plays, the screen will change colors and will show a letter corresponding to a Boomwhacker note that needs to be played. The color on the screen will also match the color of the Boomwhacker. The song pauses and the character freezes until the correct note on is played. There will also be a mode where the children can free play with the Bookwhackers on a song. This will allow the children to play along with the song, dance with the character, and learn music notes all at the same time.

Controls



These are Boomwhackers, the controls for this musical game. All you have to do for them to play their note is whack them on anything, your hand, body, or another Boomwhacker.

Flowchart



Mockups

