

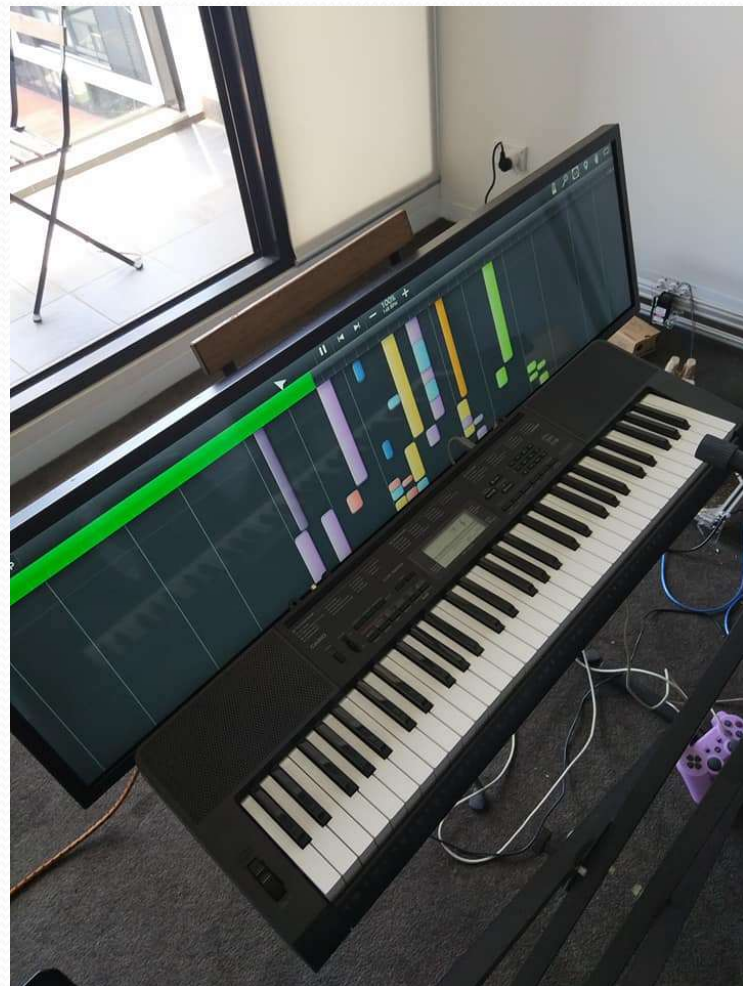
# Sukuthesia

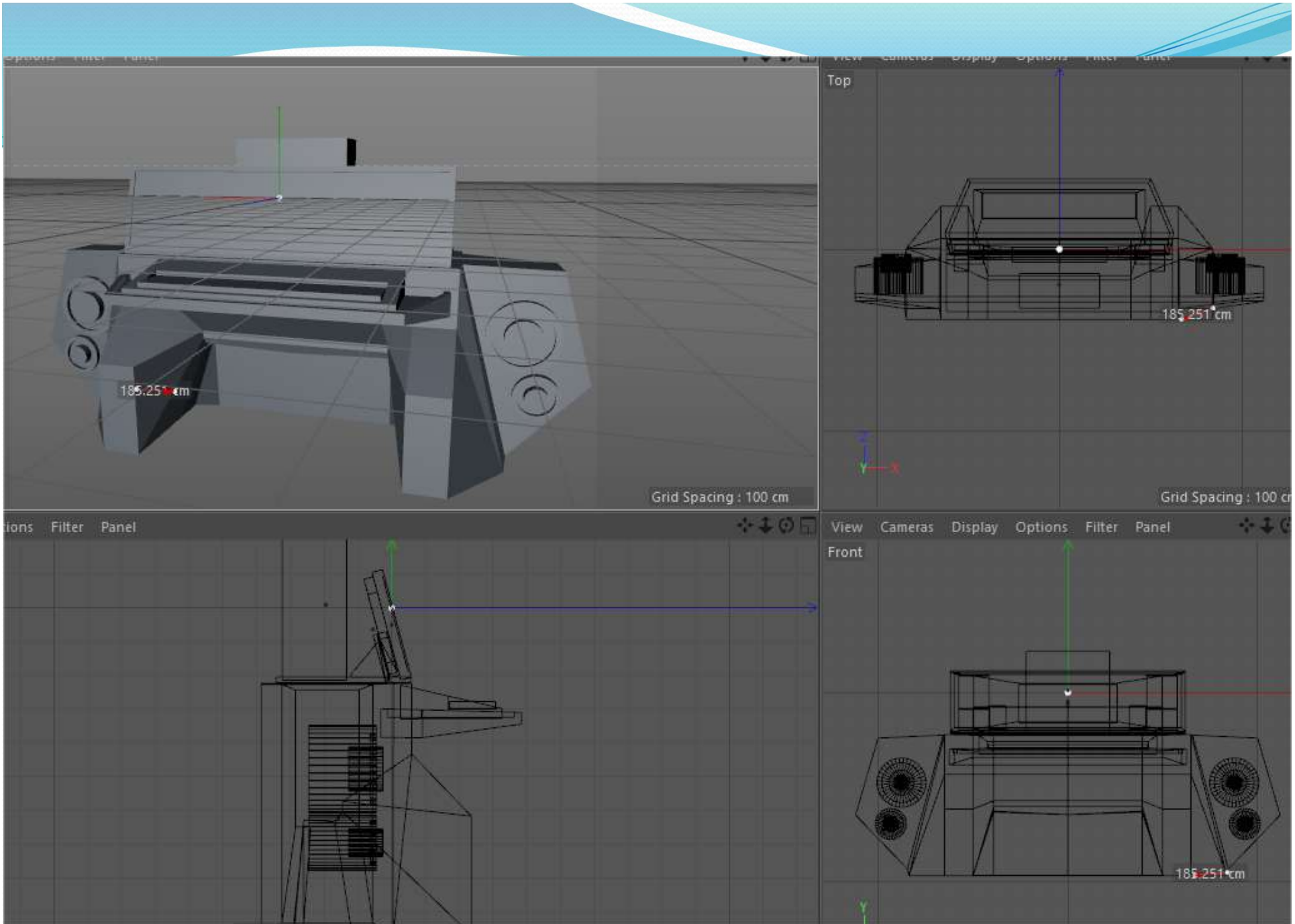
Piano Arcade Project by Hizi

# Rationale

- I play piano, but I am not too good at it
- I usually learn using Synthesia on my phone, pause, play, repeat until memorized
- I absolutely hate music sheets and find them obsolete (debate for another day)
- I love rhythm games
  
- Could anyone just learn piano by playing an arcade game?

# Current state of the project







# Background – Existing products

- Synthesia, used for the demo of previous slide. MIDI file visualization with playback options.
- Rhythm games in general
- This



# Global desired outcomes

- Modular Arcade
- Piano module
- Combat module (not related)
- Unity-Arduino for lights and stuff
- A piano rhythm game with moddable content

# Focus for Studio 1

- File loader (load and/or cloud)
- Wrapping third party tools I will use
  - Parser – Reads MIDI content
  - Synthesizer plugin – Ability to use piano inputs
  - MIDI player – Ability to play the midi content
- Menu to select tracks, displaying track infos
- Display MIDI content in a rhyhtm-game like (main game mechanic)

# Focus for Studio 2

- Polish visuals for the rhythm game and menu
- Finish the main structure of the physical arcade
- Try to use it and see if it was worth it
- Ensure that the project structure will be reusable for the project for Studio 3&4

