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Desma 157B: Game Design 2
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Title
Cooperative Meditation Game (Metatron)

Short Description
Cooperative system where game play is chanting to create light forms.

Game Type/Genre
cooperative music/sound/physical game.

Scenario
Mobile installation for a group to play/perform.

Long description
Using the body as an input device, the game is a system that processes and evaluates the voice while chanting. The system analyzes percussive and melodic vocal performance. It rewards good performance with an array of lights that form a visual display. It uses custom fabrication and hardware to create the mobile system that can be played anywhere.

Game System
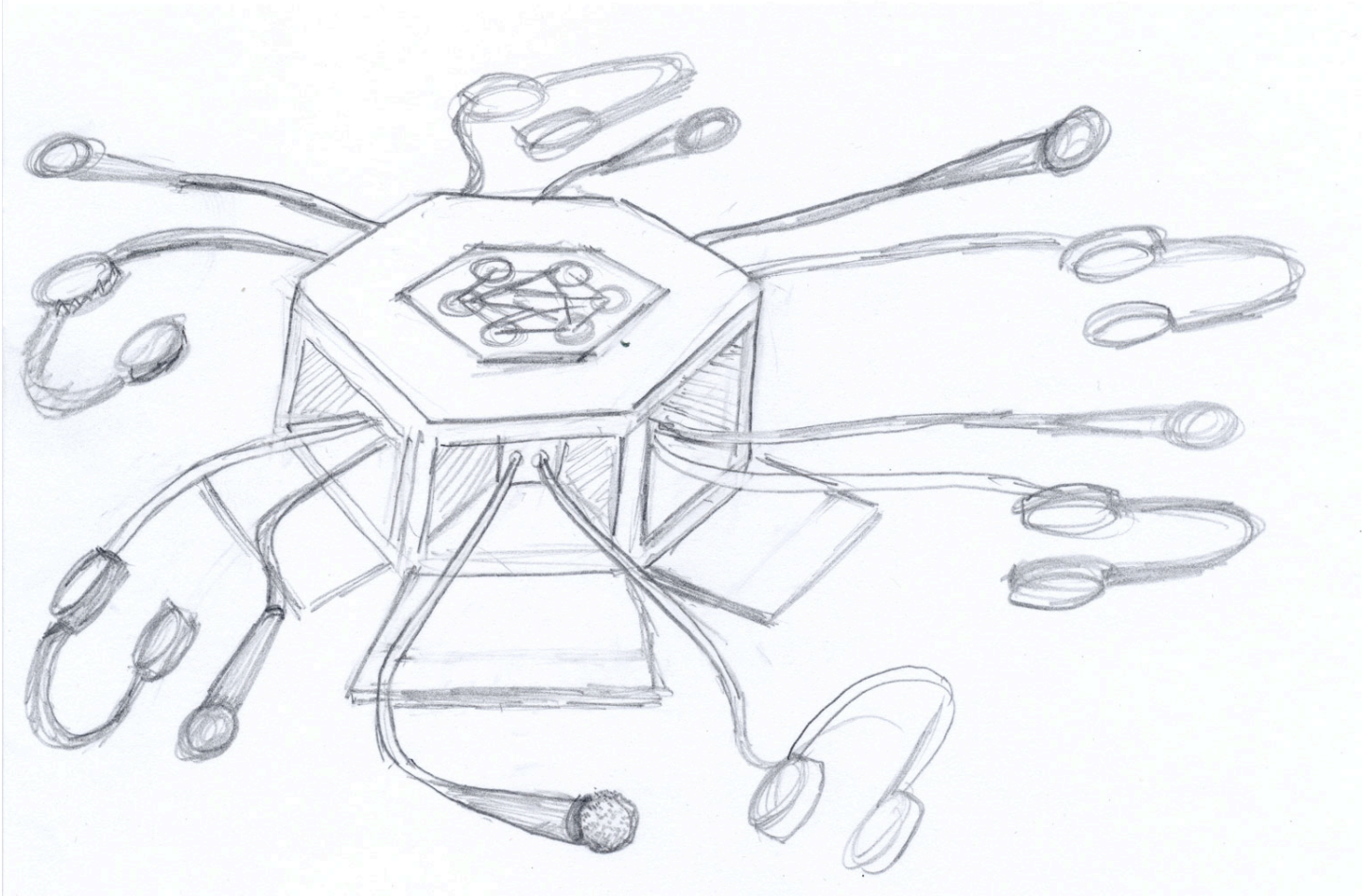
The system will is mobile and self-contained. It supports up to six players. Each player will have headphones and a microphone. There will be a visualization on the object that indicates the players' progress and performance in the game/system.

The sound for the headphones will be generated by a micro-controller. This will percussive and drone sounds that the user will have to imitate. Based on what is heard on each players' microphones, the system will judge the players' vocal imitations and effect the visualization accordingly. These accessories are stored in a compartment inside the game hardware. There is one compartment per player.
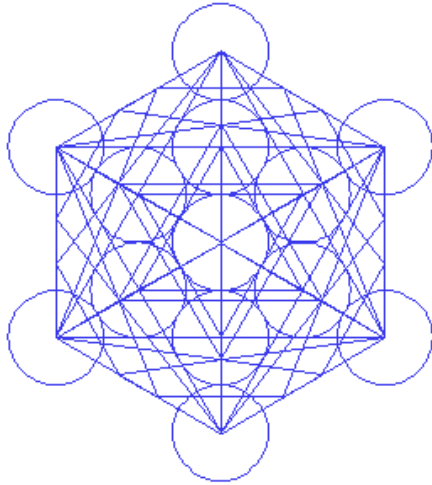
The visualization will be made up of array mounted LED's on the device. These will form the shape of a mandala, and it will also animate. It is essential that this part be beautiful.

The game box/system will be made of wood or plexiglass. It will run from an Arduino micro-controller.

Narrative Structure
The narrative is made up of generating visualizations. The goal is to drive the visualizations while successfully performing chants. The system will cycle through different chants. When the players successfully complete the chant, the system will move onto the next chant.

Game Play
In order to play the game, the user must wear custom hardware that has headphones and a microphone. If the player wears the hardware, he/she is noticed by the system, and included in the game.

Whoever is playing the game will hear chants in their headphones, which they are supposed to imitate. The system will alternate between players. For example, player 1 and player 2 alternate imitating what they hear in headphones. Depending on how well the players follow the commands/score, the visualization will reward them with a stunning beautiful display.

There may also be a unison mode, where all the players chant/sing at the same time in chorus.

Room Map
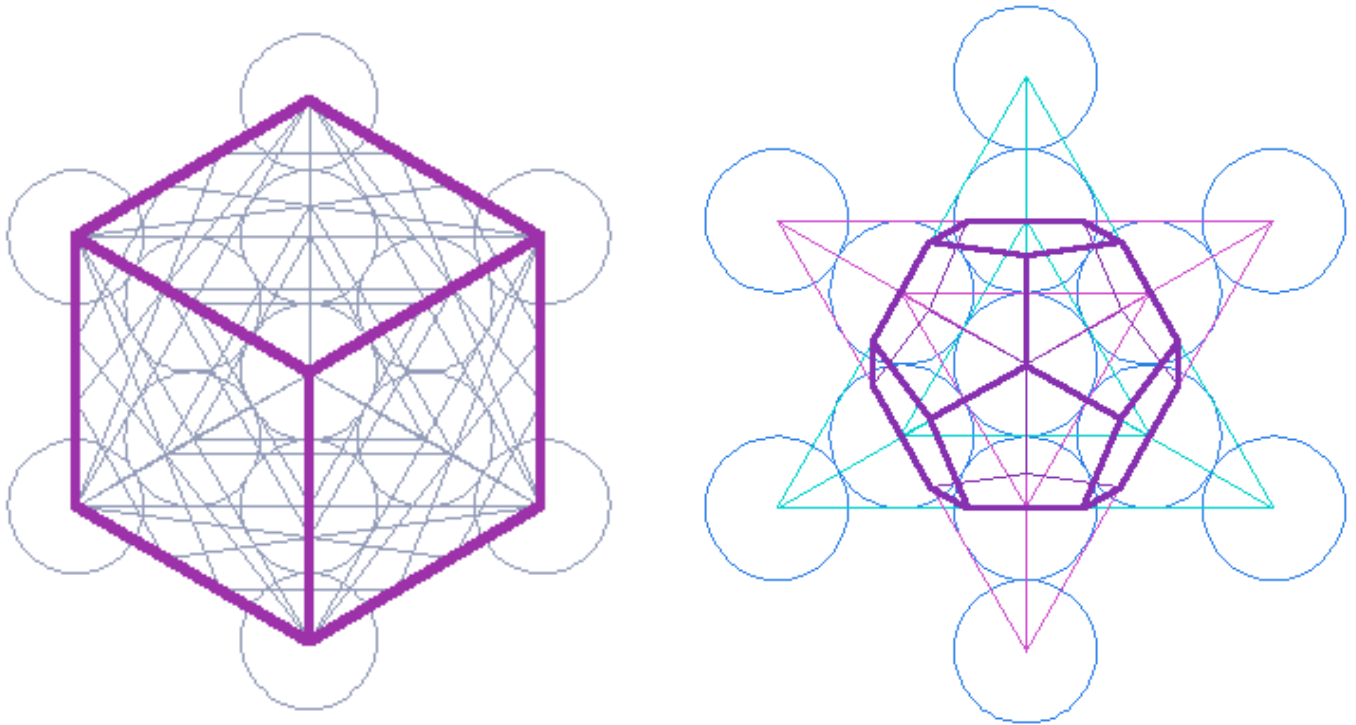
The different LED visualizations will be derived from different shapes achievable within the Metatron geometric shape. The different audio styles will depend on what sort of audio is achievable through the Arduino--whether sampled or synthesized.

Title and Information Screens
To learn how the play the game, the instructions will be embedded on the box (either printed or laser engraved). The game can also be taught by word of mouth.

Audio Requirements
Audio is very important for the game. It will be entirely generated with the Arduino microcontroller. The score will be made of sustained tones and percussive vocables. It will sound lo-fi like the Buddha boxes. There will also be electret microphones that send control voltage data to the Arduino.