

Final Project Design Concept Proposal

1) Title: MusicWorld

2) The Big Idea: Multiplayer Online Music Maker Game

3) Target Member:

The target members of this concept are casual game players between the ages of 12 and 25 because the game aims to be something that goes at the players' pace. Rather than use 3D animation, the game will be done using 2D visuals and will only require players to have Flash in order to play.

4) Value Proposition:

MusicWorld will allow players to express themselves and communicate with others online, either musically or through chatting with other players in-game. It also promotes socializing in the game, not just through chatting, but also because many of the music sounds that can be used for players' songs are obtained by making friends with other players. As stated before, it also aims to be a game that does not require large amounts of time commitment and allows for players to go at their own pace. On top of everything, the game will be free to play so that more people can give it a try.

5) World Design Feature Categories:

Self:

Avatars will all look like musical notes but they will be able to wear custom "skins" (different colors and patterns). All avatars will start off with a randomly assigned musical note sound, and the players' usernames will be visible above their avatars at all times. A chat text-field on-screen will allow players to chat with each other, with their words appearing in word bubbles above their heads.

Place:

The game world takes place in a literal music world, with musical notes and blank music scores used as elements of buildings and objects. Buildings in the world will serve as locations for various selling exclusive musical note sounds, selling more custom skins, and holding genre-themed music contests each week.

Fun Things to Do:

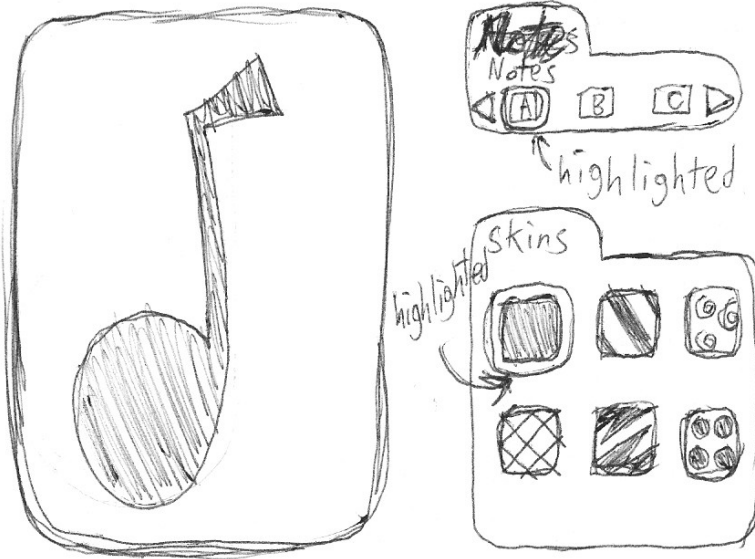
First and foremost, all players will be able to make music using whatever note sounds they have collected so far in their inventories. There is also a collection aspect to obtaining musical note sounds, thus giving players time to make a bigger variety of sounds and songs. Players who create music this way can also enter them in music contests, which are sometimes themed certain genres.

Society:

Curse words and other offensive words will be automatically filtered and blocked out to provide a more safe environment for children. Moderators will be online to make sure no players will be able to harass other players. Players will also be able to report to staff about any other difficulties the students may have with other players.

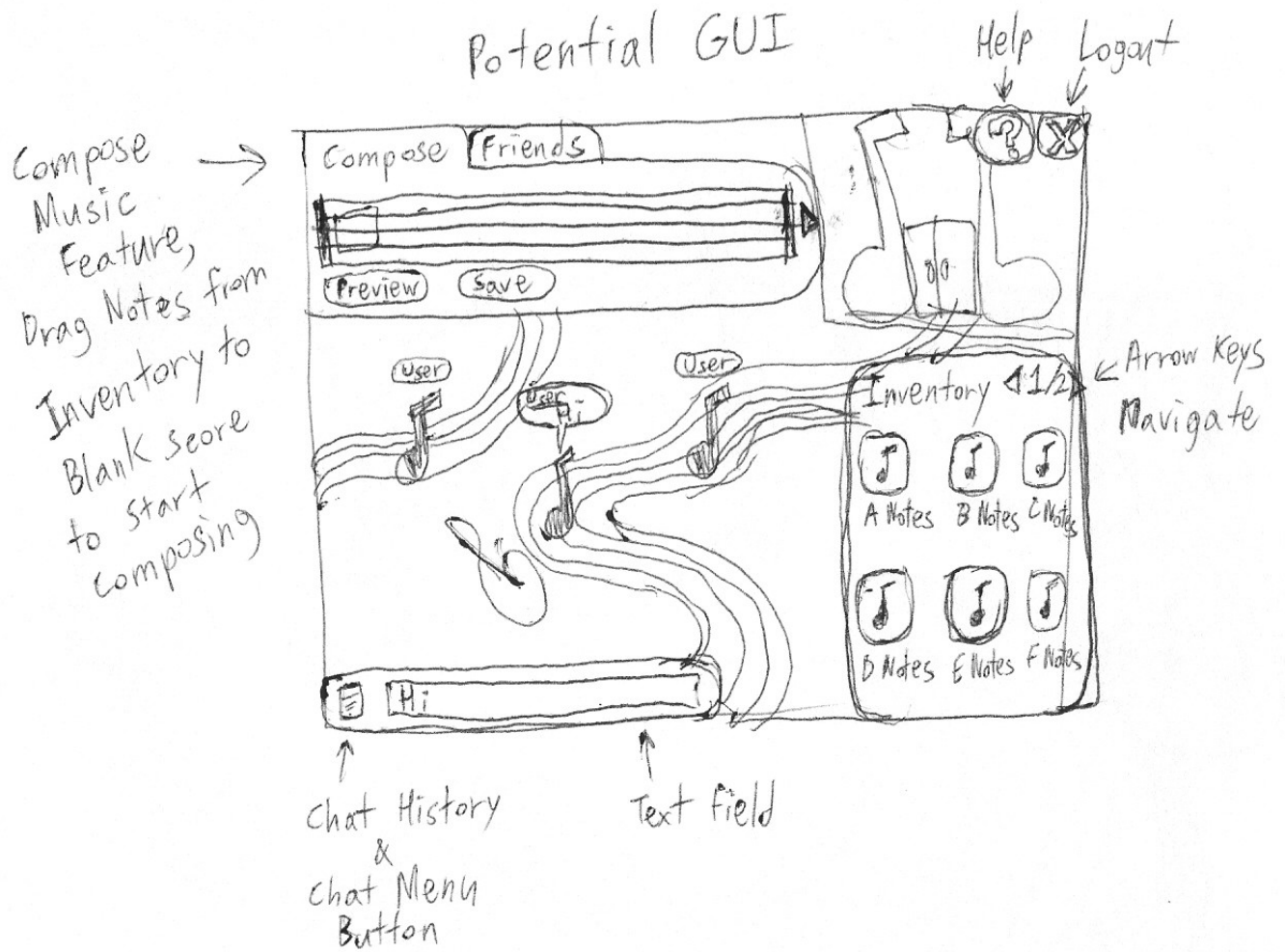
6) World Design Plan:

Starting Avatar Selection Screen



This is what the avatar selection screen for new players may look like, with the side arrows in the menus drawn going from page to page for different note sounds and skins

7) Interface Components



8) Out-World Components:

There will be a simple member forum to accompany the game, and it will be split up into two types of sub-forums – General Discussion and Game Discussion. Also included will be a locked page of FAQ's, which can only be edited by the moderators when the need rises. Moderators in the game will be moderators in the forum too.

9) Research:

One of the virtual worlds researched for the final project was Toontown, which provided the inspiration for the chat filter mentioned and a family-friendly appearance for everything in the game. Disadvantage to Toontown were the restrictive movement based on arrow key controls and the relegating of the inventory menu to a new screen. To rectify this in the MusicWorld concept, adding mouse controls for movement allow the players to move faster on the map while a smaller yet serviceable inventory can be accessed on the player's HUD.



The other virtual world examined for the project was the popular Second Life. It has a better example of the types of camera movements, character movement, and menu interfaces suited to this final project concept. Second Life's capability to host a wide variety of custom HUDs and items would even allow for the MusicWorld concept to function as an application within Second Life, provided a way to compose music with sound played locally was implemented. Though the downside to Second Life is its more advanced graphics take longer to load without a fast enough Internet connection. Also, some more advanced features of Second Life require the use of money, which is the opposite experienced desired for MusicWorld.



10) Experiment Plan & Results:

Experiment Title: Music World

Scenario: The experiment takes place in an open area wide enough for a large number of people, where they will exchange and arrange music samples (all attached to objects shaped like notes).



Feedback: The technical difficulties of getting the experiment running in Second Life led me to deviate from my original plan a bit by having everyone play with all of the notes, rather than split people into groups restricted to certain colors of notes. One of the major problems incurred was the inability to play the music notes locally while in the process of arranging them, resulting in disruptive noise that hampers the music creation process of everyone in the area in-game. The other problem was that a better explanation of note distribution and use was needed, because the lack of a clear one led to the disorganization early on in the experiment.

Original Digital Worlds Experiment Plan:

Experiment Title: MusicWorld

Experiment Scenario:

The experiment takes place in an open area wide enough for a large number of people to exchange and arrange music samples (all attached to objects shaped like notes).

Experiment Mechanics:

Players will all start off by choosing one musical note object for themselves, with each object containing a different sound. The players will then interact with one another and share their chosen notes so that they may increase their collection of musical sounds. Then the players will arrange their collection of notes into a “song” by laying them out on the public sandbox in a linear fashion. At the end of the time limit, a group of critics will go to each player and review the players' songs.

SL Location:

I'll be using the land provided by Chris Selig, Laura Munoz, and Steve Tse (thanks a lot for the use, you

guys). 198, 175, 21 - DAI 627: Design of Virtual Worlds. (on Paradisiac)

Roles:

Players (testing single musical note objects) – This group of players will be using objects that are shaped like musical notes, all of which play the sound of a single note. After all of the single-note players obtain one note each, they will have a time limit of 15 minutes to share and collect more notes from other single-note players. The single-note players will then have 15 minutes to arrange a 10-second song with the notes they have collected. After the time limit is reached, players will each be called upon to “play” the songs they created.

Players (testing music sample objects) – This group of players will be using musical note objects that play a sample DJ sound. Just like the single-note players, the DJ-sample players will have 15 minutes after choosing their own musical notes to share and collect more notes from other DJ-sample players. The DJ-sample players will then have 15 minutes to arrange a 10-second song with the notes they have collected. After the time limit is reached, players will each be called upon to “play” the songs they created.

Documenters – The documenters will record all of the players' actions in the game, making sure to take snapshots of their activities and write down notes of their interactions with other players and their objects.

Critics – These are the participants who will review the songs that are created from the arrangement of the notes, providing constructive criticism and opinions.

Role Assignments:

Player (for testing single-note objects):

- 1) Karen Chan (SL Name: Karrie Bloobury)
- 2) Joshua Greutzmacher (SL Name: JD Mint)
- 3) I Wuen Wang (SL Name: Jackie Aljon)
- 4) Jade Liang (SL Name: Rococo Carami)
- 5) Zachary Rose (SL Name: Russel Skizm)
- 6) Kimberly Radich (SL Name: Bojangles Copperfield)

Player (for testing DJ-sample objects):

- 7) Danny Pan (SL Name: Spaceape Cryotank)
- 8) Delonzo Pope (SL Name: Pingwu MacFanatic)
- 9) Xiaomin Zhou (SL Name: Starlit Zimmer)
- 10) Laura Munoz (SL Name: Bomber Oller)
- 11) Chris Selig (SL Name: Endo Chrome)
- 12) Alisa Lemberg (SL Name: Aleezza Steamweaver)

Documenters:

- 13) Ed Evangelista (SL Name: Hugh Frostbite)
- 14) Stephen Zito (SL Name: Leif Ulrik)
- 15) Grant Chen (SL Name: Hisame Rae)
- 16) Martha Renneisen (SL Name: Cassandra Avedon)
- 17) Brandon Wong (SL Name: Tsuyoshi Kimono)

- 18) Tara Phettaphong (SL Name: Adele Oximoxi)
- 19) Zhen Tan (SL Name: Holypig Tigerfish)

Critics:

- 20) Jane Veeder (SL Name: Jane Valentino)
- 21) James Molgaard (SL Name: Jamesdaniel Juneberry)
- 22) Colleen Straw (SL Name: Momo Mohindi)
- 23) Steve Tse (SL Name: K2 Donogal)
- 24) Jose Ramirez (SL Name: Oengus Beeswing)
- 25) Micah Cash (SL Name: Wrest Aldrin)

Assets Provided:

Musical note objects will be laid out and awaiting pick-up by the players, who will all be limited to one note object each at the start. Then the players will interact with each other and share note objects at their own discretion to potentially increase their collection for music creation.

Participation Preparation:

Other than keeping in mind that the duration of all the sounds attached to the musical note objects is one second, no other preparation is needed.

Production Plan:

Not much will be necessary for the purpose of this experiment outside of the musical note objects and land space. The sounds for the musical note objects will be recorded from my own keyboard and uploaded onto Second Life with my Linden Dollars. The sounds will then be attached to notes, which I will build myself and distribute at the start of the experiment.