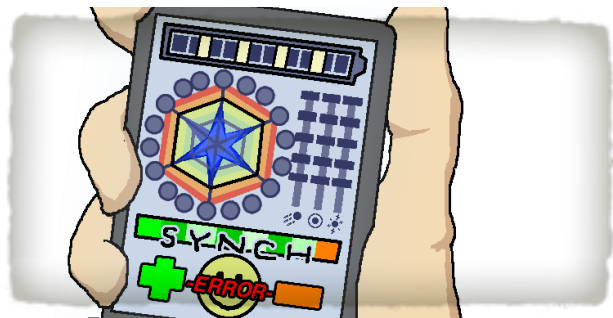


Soundscape

FREEFORM MUSICAL INTERACTION

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Soundscape explores the use of music as a focus of conflict, replacing the traditional rockets and bullets with rhythm and harmonies. Players are equipped not with rifles but instead with music players, projecting their chosen genre of music into the surrounding environment. Conflict and cooperation comes from the mixing of different genres: a discordant, clashing soundscape proves damaging to a player, while a harmonious soundscape is beneficial. Players must consciously decide how their music is expressed as they react to the musical environment around them.

Soundscape aims to redefine cooperation and conflict in a first-person shooter environment. In modern first person shooters, teams (or the lack thereof) are very rigidly defined and enforced, punishing players for cooperating with others outside of the bounds of the system. We aim to provide an environment where allegiances are as free-form as they are in life. Teamwork is encouraged between players, but not required, nor are there set teams: players may choose to cooperate with other players at their whim, the system becoming a facilitator of this interaction rather than an enforcer.

Soundscape is programmed entirely in C++ using open-source libraries. All 3D artwork, including character modeling and level design, is done in Autodesk Maya. Musical assets for the game are composed and recorded in Apple's GarageBand. This project is a collaborative effort as part of a class project for Experimental Game Design 2008.