Sound System II – L'enfer c'est les autres edition

Avatar

Work on getting avatar movement to be "nice" and make sense (esp. slowdown)

Others

Add a sine wave other
Zigzag?
Bounce
"Twins" that join with each other
Add a perlin other?
Add a (poorly?) seeking other
Add an orbiting other?

Old

Avatar
  Is the avatar
   Plays notes based on movement distance
   The faster you move the more notes
   Probably jazz drums? But maybe more of a synth thing.
   Emits "waves" that trigger enemy sounds
   Gets bigger and slower on contact (slower waves too?)

Straight
   Chooses an angle (and speed?)
   Spawns off screen in appropriate place
   Moves at its speed ignores the avatar

All 'enemies'

(Probably no inheritance? But hardly matters given the simplicity here.)

(Or any given one could just have a method called "play" I guess, and waves
are all just detected externally? Or... whatever really.)

Plays a note when hit by avatar "wave" calculated on distance

e.g. higher/lower pitch based on distance