

Sound System II – Breakout edition

GIST

Complete rethink of Sound System II, because I grew a hatred of the L'enfer version. This one is to be straight up Breakout but augmented with music-making. Perhaps in keeping to the tradition I'll have FOUR levels, but I might do more if it strikes me as pleasing.

MANUAL

https://atariage.com/manual_html_page.html?SoftwareID=889

MULTIPLAYER?

Should it have? Kind of impossible on mobile? Yeah fuck it.

TECH

Build it in Phaser so it'll run on phones etc. Landscape it with buttons on the sides for controls on touch screens. Try to keep a lowish file size.

FOUNDATION

Just code up the usual Breakout (can just take my code and assets from the earlier game)

Put it against a Turner painting, consider CYMK, but it probably won't be enough colours so go with something else colour-wise. The point being that each colour will probably involve a sound effect (generally speaking a note I suppose)

SOUND

It's probably possible to maintain a pretty low note count? Like maybe just a lot of notes from a single synth rather than lots of instruments? I should try both of course, but maybe the purity of just drums and a single "melody" line will work out better.

ACTUAL LEVELS

1

Normal mode -- one brick one note

2

Column mode -- strums up and down from the hit brick, stops when it hits a gap or the end

3

Row mode -- strums left and right from the hit brick, stops when it hits a gap or the end

4

Column and row mode -- combined levels 2 and 3

5

Random mode -- plays a random 6 notes from the hit brick's column (avoids dead bricks)

6

Tone Matrix mode 1 -- plays as a tone matrix from left to right (playing all existing notes)

7

Ball mode? (Bricks play drums, ball pulses with tone based on vertical position)

8

?

9

?

VARIATIONS / MOVEMENTS

In no special order though something simple for the first one makes sense:

1

Literally just notes as bricks. Could have a random distribution. Paddle should be a kick drum? (What about snare, hi-hat, etc? Random? Walls make drums too?) (Different "pick patterns" per column, but they should fit together obvi. so tone matrix tones)

2

Notes play in their columns - so you hit a brick and it plays all the notes in that column in sequence (or outward from the brick in the case of a central hit)

3

Notes play tonematrix style and the tune becomes more spare as you win (initially it would be horrible chords)

4

Notes are sequenced when you hit them and replay at a set interval for the rest of the game (maybe keep a ghost image or something to indicate what's going on)

5

??? A tune on a tone matrix "hidden" behind the wall of bricks so that you liberate it over time? Less generative though.

6

Absence of a note plays, so you eventually get "strums" as the ball passes through the spaces where the bricks were

7

Brick plays all four adjacent bricks (to the extent that's possible) (or strums them all)

8

??? Bricks that sound and turn into a ball

9

??? Ball plays regular tone based on horizontal position

10

Notes play in rows (so hitting plays all the tones in the row outward from the hit brick)

11

Notes play in diagonal strums from struck brick

SCORING

Blue 1

Green 1

Yellow 4

Orange 4

Oranger 7

Red 7

VARIATIONS THOUGHTS

Could also change the mechanics of the game (ala PONGS) and thus potentially create new musical approaches? Could combo this with the above stuff presumably? Like bricks that avoid the ball, say, millions of balls, moveable bricks, etc. ...)

OTHER THOUGHTS

Do we add powerups? E.g. a second ball could give you a kind of Electric Counterpoint effect? A "top ball"

And what else? Paddle size seems a little pointless. Reverse controls. All that is gameplay where as we would want musical effects.

Drum sounds on movement? Like a hi hat for RIGHT and a snare for LEFT or something? With kick for ball hitting and walls?