

# [RELEASED] Epic Sax Game

= LEVELS / MODES =

=== Practice ===

- \* MIDI interface at bottom (or top) with notes as played + correct notes + your last played notes
- \* Epic Sax Guy (in different clothes) in a plain room practicing, probably not hip thrusting, just bopping along... maybe takes away sax from lips if you don't play for a while... stereo system playing the backing loop
- \* Option to toggle the computer playing the notes at the right times for you to match

=== Studio ===

- \* Maybe replacing Epic Sax Guy below
- \* NO INTERFACE FUCK YOU
- \* Only play it once through each time and get rated each time (whether it's good enough to put in the track)
- \* Sitting on a stool with a mic to the sax
- \* Get counted in, then the backing music starts (maybe clicked in? That would make it easier to make a track of it, by adding the clicks to the backing track...

=== Eurovision ===

- \* NO INTERFACE FUCK YOU
- \* The whole band on stage bopping along to the song, with some special animations when they sing, the dancers dance the whole time... but basically pretty simple... maybe some coloured lights and stuff, changing spotlights... somehow a bit visually exciting without being insanely complex (worries about framerate?)
- \* You only get to play those four loops that are in the song, and if at the end you've done well enough you can win Eurovision

=== Jam Session ===

- \* You and the band in a studio hanging out (or something)
- \* The whole song players, but you get to just toot along as much as you want to
- \* No ratings etc., just a chance to play

=== Epic Sax Guy 10 Hours ===

\* NO INTERFACE FUCK YOU

"Mechanics"

Basically it's the ability to play the notes and then some kind of rating of accuracy. One option, then would be just to sample each frame whether the right note is playing at that moment (and only the right note) and mark it pass or fail, then work out the percentage of correct "frames"... so you get a percentage of performance, and then you need some minimum percentage?

"77% Epic"

"Screens"

Character designs



Early screenshot of practice room and interface

