

Music Game Platform

Max Kolasinski and Max Wittek

Elevator Pitch

- For mobile gamers
- Who are dissatisfied with inextensible music games
- Our project is a music game
- That lets users play, create and share their own note charts
- Unlike Tap Tap Revenge or Rock Band.
- We are building the framework for a content-generating community.

What are we building?

A platform where users can create, share and play note-charts along with any music on their phone.

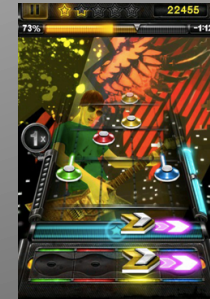
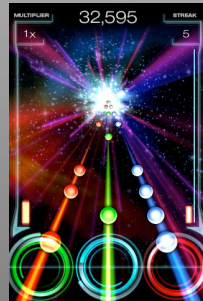
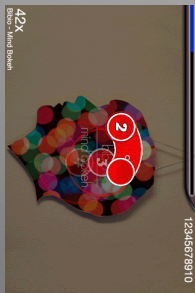
Mockup



Wall

- We're inexperienced at web stuff.
- We need a decent userbase for this community to flourish.

The Competition



	<u>Our app</u>	Tap Tap Revenge 4	Rock Band Reloaded	Guitar Hero 6
Platforms	iOS for now	iOS	Android, iOS	Android, iOS
Game Types	2+	1 (Falling Notes)	2 (Falling Notes + Singing)	1 (Falling Notes)
Extensible by Community	✓			
Pricing	Free	App: Free Songs: \$1 - \$2	App: \$5 Songs: \$1 for 2	App: \$3 Songs: \$1

The Secret Sauce

- Crowd-sourced Content
- A [different formula](#)

Questions?

(Any good ideas for a name?)

The Problem

- Same formula
 - More to music games than scrolling notes
- Limited extendability
 - Stuck within the game's ecosystem
 - Few song choices
- Paying for music you may already own

The Solution

- Play along with music already on your device
- Users create and distribute note charts
- Support many types of music games
 - Planned modes include:
 - Falling notes (e.g. Rock Band)
 - Appearing notes (e.g. Elite Beat Agents)
 - Following arcs (e.g. Gitaroo Man)

Questions?

The Same Formula



Tap Tap Revenge
(iOS)



Rock Band
(Android, iOS)



Guitar Hero
(Android, iOS)

Back to [The Secret Sauce](#)

Music Game Types



Gitaroo Man (PS2, 2002)



Elite Beat Agents (NDS, 2006)



Rock Band iOS (iOS, 2009)