Motivation

- Create game ‘levels’ (procedurally produce game content) from the available music
- Explore (or rather experience) music collections visually
- Multiplayer game that fully uses the sensor range of mobile devices

Game engine

- Innovative, plattform independent
  - Scene graphs
  - Input
    - Multitouch
    - Motion control
  - Manage music features extracted from songs
  - Client/Server (RPC) support for multiplayer

Global board and mini games

- Each field represents a song
- One minigame per field, fixed
- Conquer fields by achieving new high score
- Adjacent fields provide more points
- Completely asynchronous: users play whenever, whatever they want

Gameplay: shooter, 4 enemy types
- Music features control spawning times and enemy set composition

TowerDefense
- Tower shot ranges and strengths controlled by music features
- It helps to know the music (training effect)