

Scream-y Bird
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For this project, we plan to make a game in which the player's sprite is controlled by vocal variation. Specifically, we hope to take in a player's vocal cues, identify the frequency and use the frequency in order to direct the sprite. Game play would consist of a side scrolling world in which the player can only move vertically in order to dodge incoming objects. If we have time, we hope to make gameplay more complex, but we think the complexity project can be nicely divided into two roles. One of us will work on the voice controls and the other will work to make the game graphics and state.