

Compose it! (alpha) - First timers guide

This guide helps you to get started with alpha version of Compose it! Even though at the start of the game session the beautiful Announcer Lady will guide you through the game session, getting the game to run requires quite a bit of preparing. After all, this game is almost exclusively tested in carefully thought out laboratory environments. So be patient! Troubleshooting of most common issues are located at the end of this document.

Equipment


What you will need:

1. a PC with speakers connected to it
2. the largest screen or television you can find in the perimeter (plug it to the PC)
3. a tablet or phone for each player (Android only)
4. headphones for each player (almost mandatory)
5. a WiFi that everyone can join into

Installation (server)

1. Download the PC build version of the game clicking the following link:
<https://drive.google.com/open?id=1m9USLWIQL2DjhNM5EGKC4K1OW55JHP4n>
2. Use WinRAR or similar program to extract the game files into folder of your choice.
3. double click the "PC build.exe" to launch the game

Installation (client)

1. Mobile game application can be downloaded from the following link:
<http://users.jyu.fi/~jupejunt/projektit/musiikkipeli/protobuild/composeit.apk>
2. Make sure you allow applications from unknown sources (i.e. non Play Store) in your Android settings.
3. After installation an application with  icon should appear.

Setting up the game

1. Before you start the game, make sure your hosting PC is connected to a local network with WiFi. (that's where the players come too)
2. Click the HOST GAME button to host a game.
3. Now the game is set and ready for players to join.
4. The room code is displayed on the screen. **(only in the experimental version)**

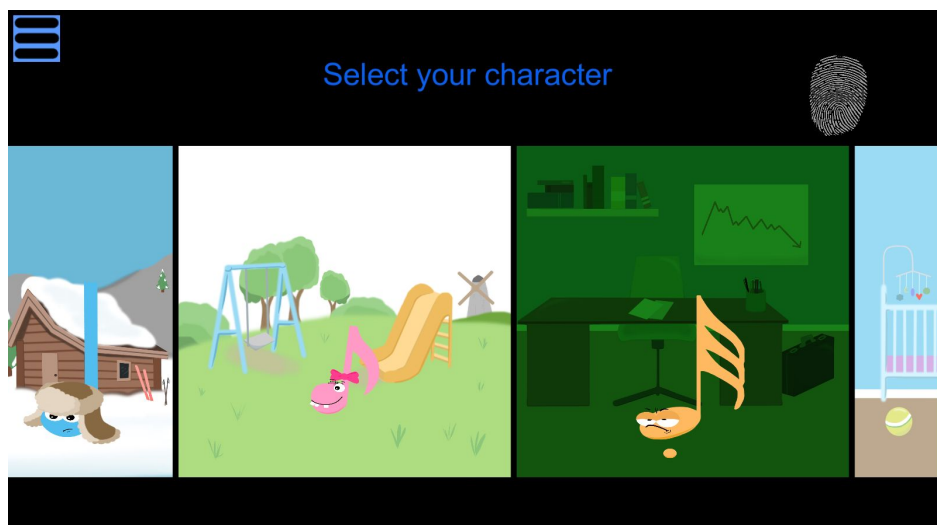
NOTE: There are two versions of the game available for testing. The experimental version has the room code system, so that multiple games in the same network can be played. The stable version does not have that. Only one instance of the stable version is allowed to run per local network.



Main menu screen

Joining the game

1. First, look up the room code from the server screen. **(only in the experimental version)**
2. Write your player name in the player name field.
 - a. Or, if you are weird, leave it blank. The game will give you a name!
3. Tap the PLAY button to join the game. The application should automatically search for a game instance in your local area network.
4. Once the client has successfully joined the game session, the character selection screen will appear.
5. Swipe the screen to scroll through characters and tap the one you want. Confirm the character selection by tapping the fingerprint button on the upper-right corner of the screen.



The captain

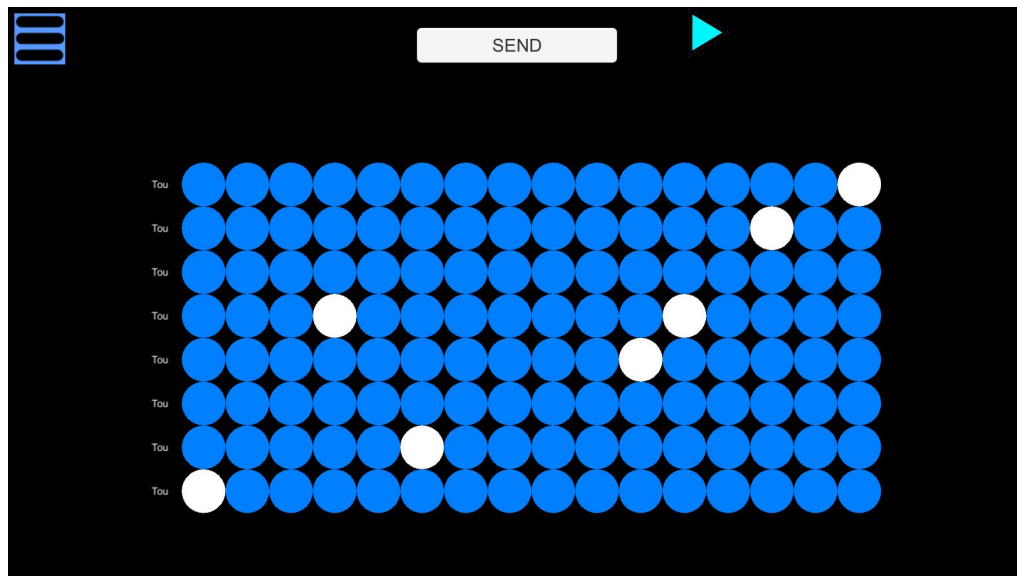
1. The captain is the first player who joined the server and they are responsible for launching the game once everyone is joined and ready.
2. You can tap START THE GAME -button when everyone has chosen their character.

Playing the game

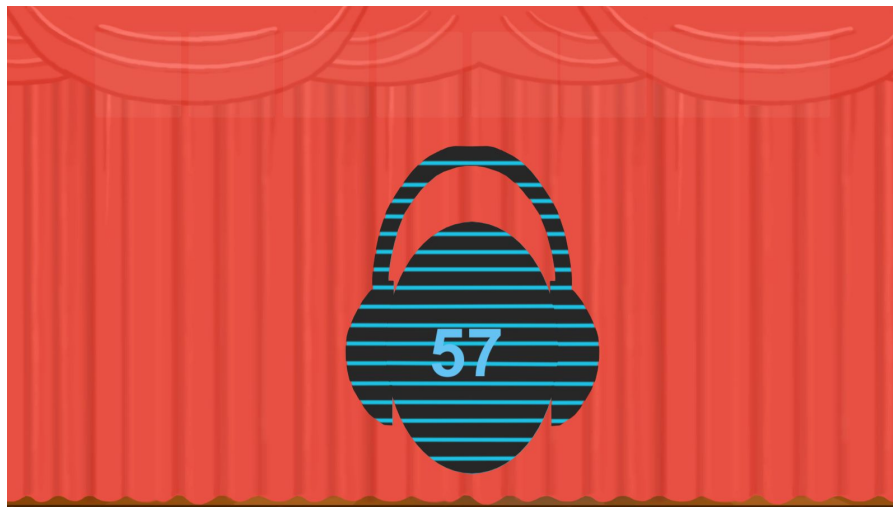
Once everything is ready, the Announcer Lady will appear and guide you through the game. However, the first game session can be confusing and there is so little time to get used to the mechanics, so this chapter can give you a little head start.

Composing

The game will consist of four composing rounds each one having a voting session at the end. The composing part is easy: you see blue balls and once you tap one you hear a sound. You can test all over the ball matrix to create various combinations. You can **preview** your creation by tapping the “play button”. You can edit your track also while listening to it. This is why it is important to have the headphones for players. Once you are satisfied with your composition you can press SEND button and your work is sent to the server.

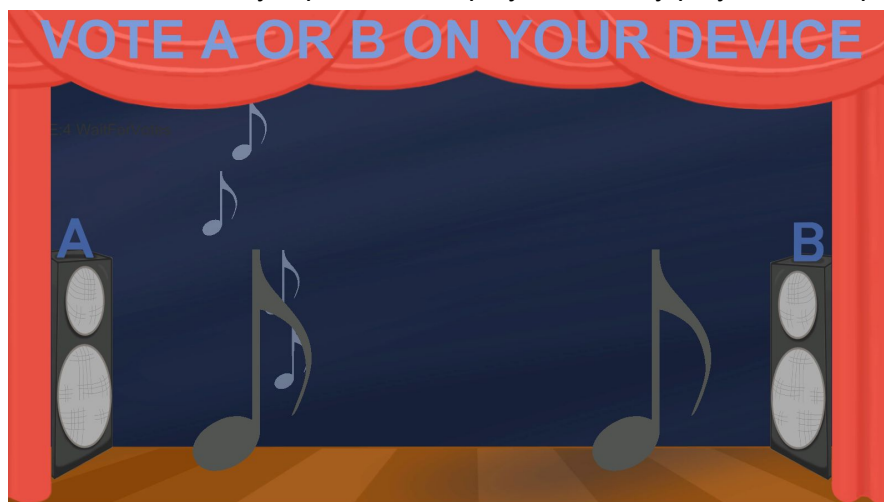


Oh but wait! You ran out of time: don't worry the game will send your stuff as it was once time ran out. You can see time remaining on the server side screen. (See the next picture)

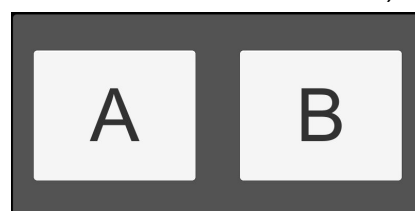


Voting

Everyone is ready and the Announcer Lady gives instructions again. The songs are listened from the host PC (this is where the speakers come handy). A mysterious grey note appears for both speakers A and B. They represent one player and they play their composed tracks.



Once both samples are played a voting ticket appears in your device. Tap the letter representing your favorite (you have to pick something). Points are added and the most votes gathered advances (on tie A wins because no reason).



Rinse and repeat

The same routine is repeated, of course the instruments are changed for every session. After the fourth session a winner of round one is selected and points revealed. The game will play the combined song of the best tracks of each composing session.

NOTE: Don't let it bother you that the Announcer lady says something about "three rounds". The final two rounds are included in the final version of the game which still is under construction.

Congratulations! You've finished the game!

Troubleshooting

This list contains most common issues we have encountered.

Can't join

Problem: Pressed PLAY and everything disappeared and only the planets and space is on the screen.

Possible solution: The client is unable to connect. 1) Check firewall from the hosting PC and allow the program. 2) Make sure you are in the same local network with the hosting PC. After checking these, you should restart the game and try again.

Twin characters and white square

Problem: Selected a character but got a white square/got same the character.

Possible solution: There is none. The game is designed to prevent players from selecting same characters. Due to wonderful mysteries of networking, players are able to break the code and pick same characters. This can either lead to white squares or any other strange behaviour. This bug is not necessarily fatal but restarting the game server is advised.

The ghost player

Problem: Everyone is ready but Captain reads: "player is still choosing a character"

Possible solution: Sometimes when player leaves the server fails to remove the player from its memory causing a "ghost player". Sadly, the only way to resolve this is to start the host again and hope everything goes well after.

The ghost player II - Stuck at voting

Problem: Game does not advance from voting session

Possible solution: This is the rarest version of ghost player and is similarly caused by a disconnecting player not being removed from the server's memory. We have fixed this once but who knows, it can occur again. This is very unfortunate and you must abandon the game. There is no saving it.

Finally: If any of the problems persist despite all the solutions tried, may the force be with you. You can contact us and tell how everything is configured and we might figure it out.



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