

# Meow Tunes

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Meow Tunes is a 3D rhythm-based platformer made in the Unity game engine. It is about a cat who has failed his music university entrance exam and must travel through different worlds, facing musically inspired challenges to become a better musician and a master of rhythm by the end of their journey. Each level is themed around a genre of music, which will define their environment and design.

The levels in Meow Tunes will have rhythm-based interactions, the design of each level comes directly from the level song's MIDI file. We use MIDI generation technology to spawn platforms and obstacles to the beat of the music, and our player will have to move with the rhythm in order to successfully complete the level. Each new level will feature more complex tempo patterns in different music genres, which gradually adds difficulty to the game.

Currently, the game is in its MVP stage and has 3 levels: a tutorial based on jazz, a hip hop based first level, and an EDM themed second level.