

An excellent demo game that is both interesting to explore in itself but also successfully demonstrates the procedural sound engine. There are a number of interesting original features, such as the synthesizer that helps unlock the different sections, and there is a good pace in discovering the new sound areas. All of the procedural audio nicely fits in with the environment and the interaction with the music gives a sense of cohesion with the world. The response to the brief was extremely creative and it is clear that a lot of work has gone into the implementation. A point of improvement would perhaps be having a slightly more varied music system in terms of note density and phrasing. Excellent work!

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Grade: A