Computer Science
Senior Design Laboratory

PSYCHO ACOUSTICS

University of Kansas KU

Team 4

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Description & Purpose

- Psycho Acoustics is a 3D rhythm game in which player interactions with targets are synchronized to music.
- It was created to reproduce popular commercially-available rhythm games, but with inclusion of a level file generator to customize music beat maps.
- Customizable gameplay allows for broader player inclusion and endless song and level possibilities.
- The result is a highly flexible and customizable 3D rhythm interaction environment, with virtual reality viewing capabilities.
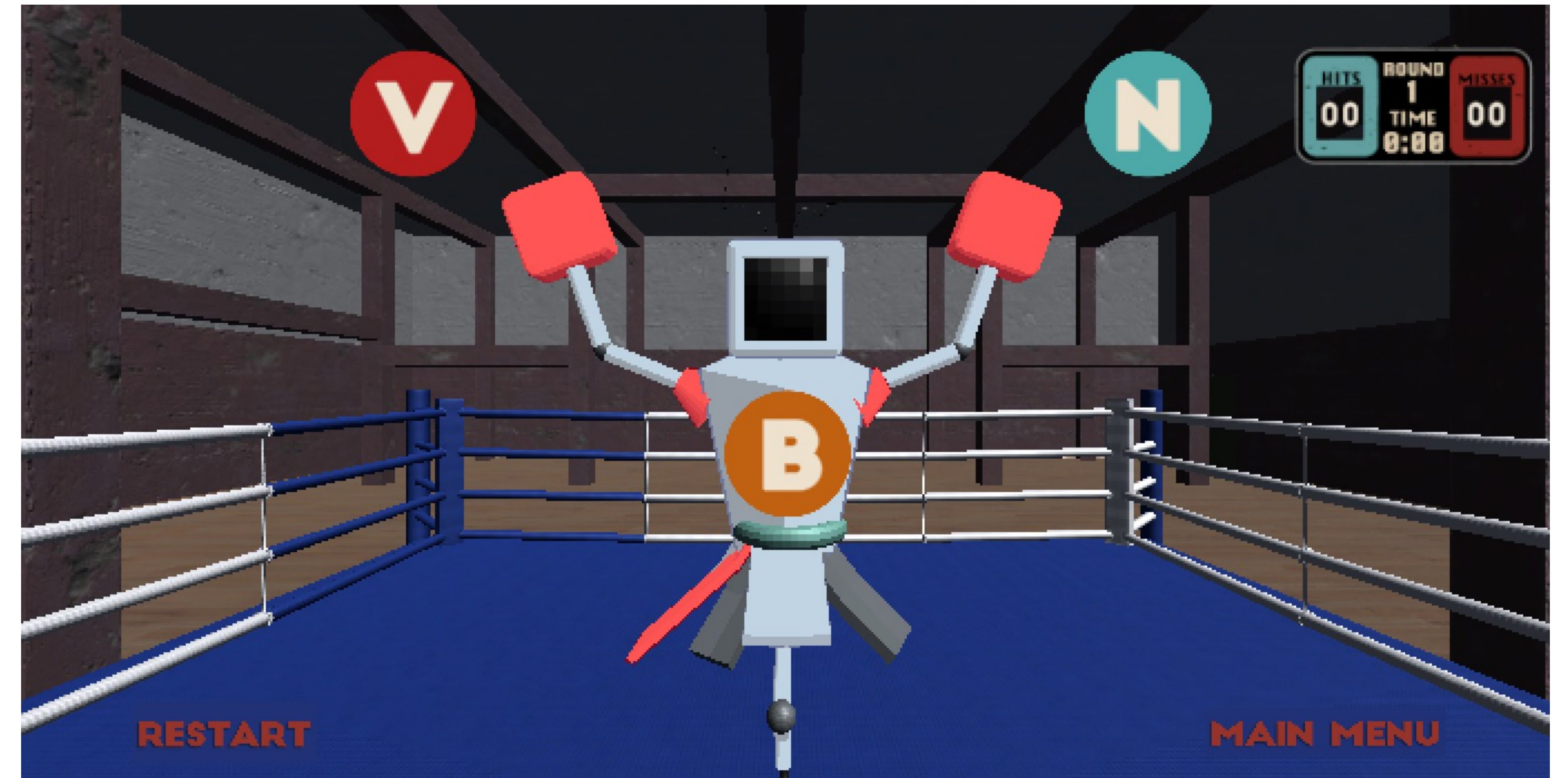
- Main gameplay environment with custom built robotic fighter character and keyboard targets.

Design
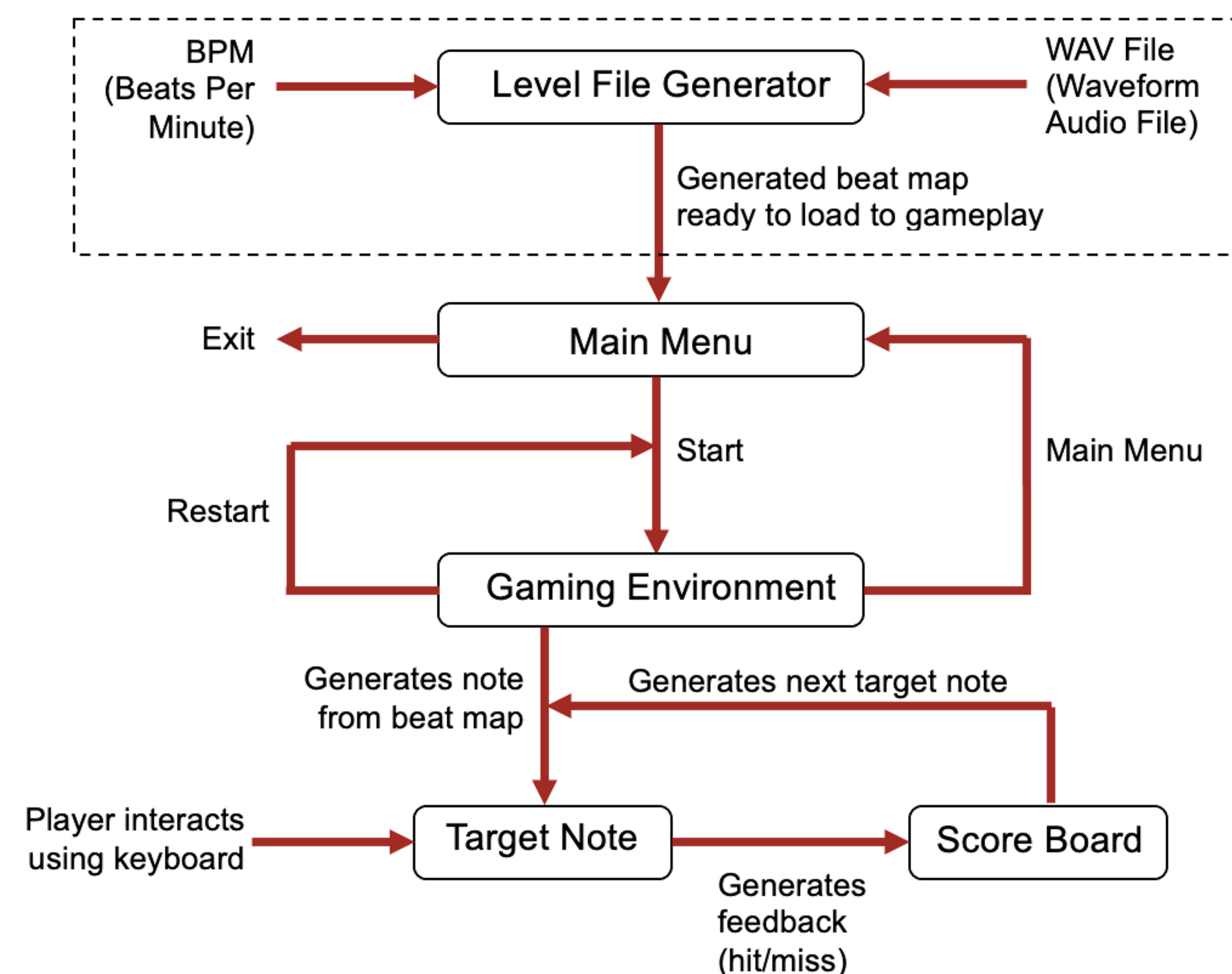
Ethical & Intellectual Property Issues

- The customizable level file generator allows users to upload any song, without verifying proper licensing or ownership. If mass marketed, this intellectual property issue could be solved by purchasing musical rights for songs available in-game.
- Gameplay is family friendly, however song customization could allow for exposure to explicit lyrics. This ethical issue could be mitigated through the creation of parental controls or gameplay modes with pre-approved, appropriate song choices for all ages.