

Music of Your SOUL



beach house

depression cherry



"What does 'music' mean to you?"

Music is my favourite and most powerful form of communication because it expresses things I can't put into words. It's allowed me to mentally process things in times when I need clarity

Part 1

What's the last song you listened to?

As the World Caves In
Matt Maltese

Why?

It is the end to one of my playlists that I commonly listen to.

What's your favourite genre of music?

Bedroom Pop (According to Spotify)

Why?

I didn't intentionally like this genre just a lot of my favourite music aligns with it.

What song do you like to dance to?

Now You're Gone
Basshunter

Why?

It was the first song I could think of that I remember dancing to as I very rarely dance.

What's your go-to karaoke song?

My Way
Frank Sinatra

Why?

I seem to always catch myself singing along with it as I know all the words very well.

Do you play any instruments, or would you like to play an instrument?

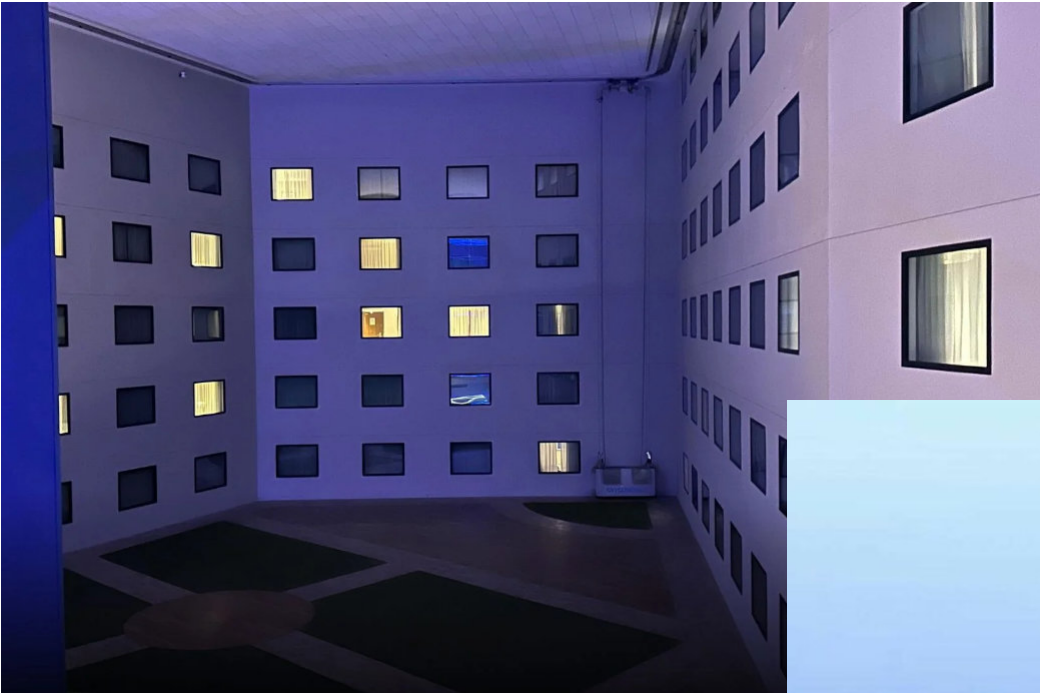
I used to be able to sort of play the keyboard. I like it as it can transfer to outside just the keyboard and it can produce any sound I would like.

If a song would be written about your life, what tempo would it be?

It would probably be quite melodic as there is a lot of steps and detail. Probably fairly slow yet steady as that reflects how I move through life.

Music Video Moodboard

Strange disjointed memories from when I was a child from places such as hotels or church halls.



My interest and trip to Japan would be great visuals.

Foggy city night shots.



SONG
YKWIM?
Yot Club

LISTEN ON



“How sure are you that the music you listen to is the only music you like?”

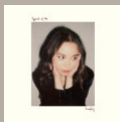
I have no way to know if I have found every single song that I like, but I enjoy that about finding new music. I love stumbling upon a new album or artist that has music that is the exact thing I like to listen to. I try to listen to a decent range of music but I have a specific niche that I like to stick to.

Part 2

Emotion

Diary

Date:
10/01/2026
20:40



Magnolia
Laufey



Domino
Dancing
Pet Shop Boys



The Winner
Takes It All
ABBA

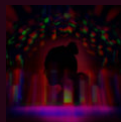


YKWIM?
Yot Club

Why?:
I was working on some projects on my PC and needed some music to fill the silence so got the Spotify DJ to play some stuff.

What?:
I felt in quite a focused mood generally listening to the music not really thinking too hard about what is playing. Sometimes singing along.

Date:
11/01/2026
17:20



Aria Math
Remix
Oxart,
Daniel Rosenfeld



Sienna
The Marias



It's a Sin
Pet Shop Boys



the way
things go
beabadoobee

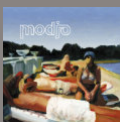
Why?:
Once again making progress on my project and was looking for something to keep me focused.

What?:
Was in a generally in a good mood just getting stuff done.

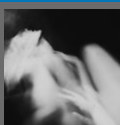
Date:
12/01/2026
19:50



I CAN'T STOP
THE LONELINESS
Anri



Lady
Modjo



destroyer
of worlds
Aaron Hibell



Memory
Reboot
VØJ, Narvent

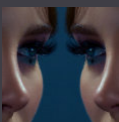
Why?:
I was very tired as it was a Monday and was in the mood for playing some Forza Horizon 5 so was needing some music to keep me focused on driving.

What?:
Very focused and more excited/energetic as I ended up winning pretty much all of my races.

Date:
13/01/2026
21:15



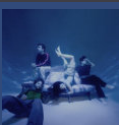
Children
Robert Miles



Only in
My Mind
Kenya Grace



Can You Hear
The Music
Ludwig
Göransson



If Only
The Marias

Why?:
After finishing some other work on my computer I played some more FH5.

What?:
I was in a great mood by the end of my listening as I was winning a lot of my races if not having really good battles.

Date:
14/01/2026
20:40



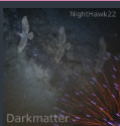
Dance around
the world
Delta Queens



Tires
on Fire
coda



Судно
(Борис Рижий)
Molchat Doma



Isolation
Nighthawk22

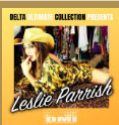
Why?:
Was doing some school work and playing FH5 and to fill the emptiness I played one of my older playlists.

What?:
I was in a great mood by the end of my listening as I was winning a lot of my races if not having really good battles.

Date:
15/01/2026
22:10



EMPTY
DREAMS
CYPARISS



Heart
of Stone
Leslie Parrish



Save Me -
Extended
Leslie Parrish



Burning Up
For You
Sara

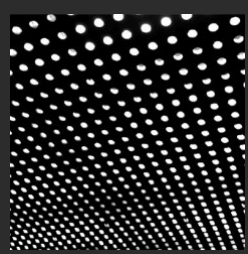
Why?:
Got home after the longest school day of my week and just wanted to get myself into a slightly better mood so once again played FH5.

What?:
Really enjoyed the music as I picked songs I used to listen to all the time when playing FH4 from a few years ago. Ended in a good mood.

Date:
16/01/2026
22:50

Why?:
I was feeling quite ill and hadn't managed to go into school so decided to play some music on my speaker setup in my room.

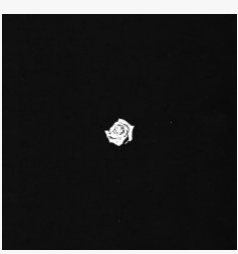
What?:
It was really good getting to use my speaker setup and listen to some of my favourite music from a few years ago looking through my older playlists.



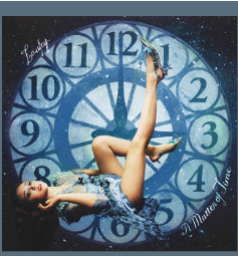
Myth
Beach House



After
Dark
Mr.Kitty



In My
Head
Bedroom



Forget-Me-
Not
Laufey

Part 2

Design Composition

Theme:

Loneliness

Elements:

Empty black void, volumetric fog, long dramatic swells (music)

The Experience:

A completely dark room with the only light being a row of spotlights illuminating the fog and road surface floor. Long dramatic bass pads play in the background creating suspense and tension.

Part 2

Take a moment

“How the insights from the previous slides and interview can help you express how you feel about the music?”

The previous pages have shown me that there is a wide range of ways I and other can interpret music and the feelings that come with them. Some of my favourite ways to convey the emotion the songs convey are through videos or cinematic stories. This style of creation has become quite popular on social media. Another way that has been around for a bit longer than the internet is the physical spaces by using various physical, mechanical or optical techniques to create unique experiences. The Camera Obscura and World of Illusions in Edinburgh is an example of this. Although this isn't to do with music as much the concept of what people create at places such as TeamLabs today.

Part 3

Other Experiences

I like the look of a lot of these other interactive experiences as they are very vibrant and unique.

I have actually experienced one of these interactive experiences. In October of 2025 I visited Tokyo TeamLabs which was very interesting with some really cool rooms and designs that you could walk within. Some even requiring you to wade through knee deep water.



After looking through these interactive spaces and watching the video I can already think of some ideas that would work really well for the music that I like. Some of my key takeaways are the ones I feel would work best weren't huge structures but were entire rooms everything contributing to the story/message.

Some of my key standout artists we researched were Carsten Höller as they have a very minimalistic style and lighting focused process. Brian Eno is another as I like how they embrace new technology.

Part 3

Idea Quickfire

For more deep thought songs it could be a dark not very well lit waiting room with seats at the side with no one there just the faint hum of the lights.



A slightly more ethereal room would be a large room filled with fog and hidden lights that move around in a various patterns which would be synced with the music.



Large dome that can have images projected on the walls then on the floor grass with lots of flowers. The music would be more happy but still thinking about what happened.



Being sat in a car with a load of LED screens surrounding the vehicle that could display various surroundings to take you through a story but from the perspective of a car.

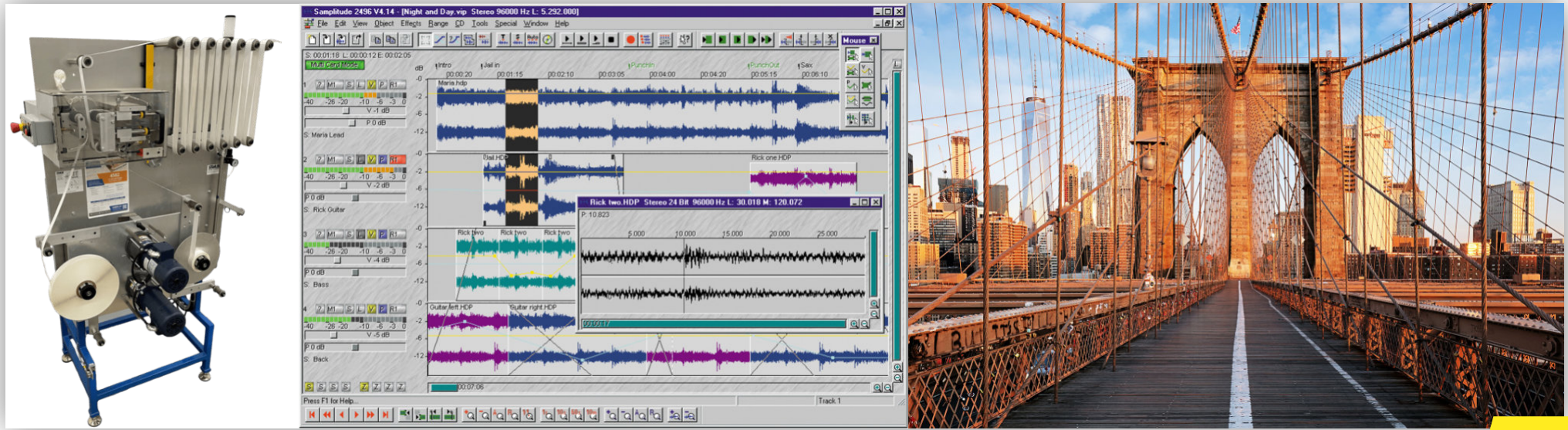
Part 3

Inspo Board



Part 3

Synaesthesia Simulator

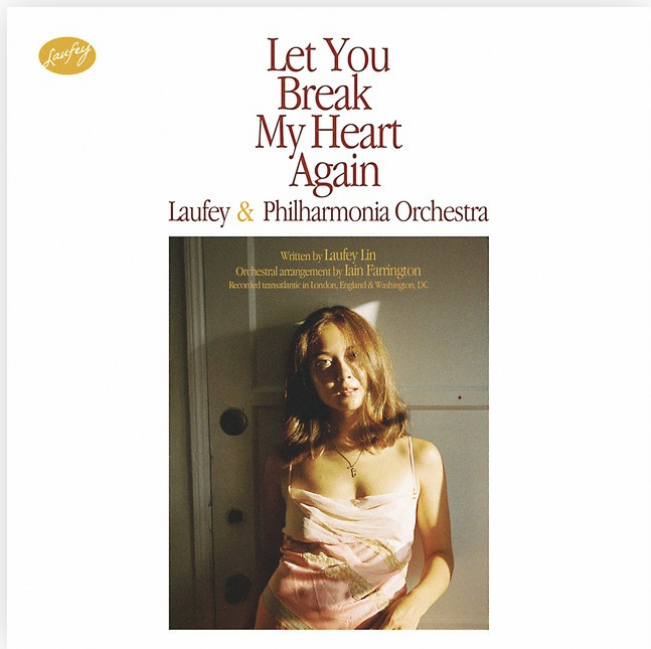


Part 3

Visual Playlist



Space Song
Beach House



Let You Break My Heart Again
Laufey



The Way You Do
Crying City



Part 3

Research Evaluation

Do I fully understand the brief?

I believe so. The brief is about exploring how music connects to emotion and experience and I've completed this by looking at music not just as sound but as something that creates memories, moods and spaces. My research focuses on translating personal and shared emotional responses/experiences to music into visual and interactive experiences which answers the brief.

Have I questioned why these are successful or unsuccessful?

The experiences I found most successful are the ones where the entire space contributes to a single feeling or narrative rather than relying on one spectacle. This helped me realise that subtle lighting, sound, and atmosphere are often more emotionally effective than overly complex or distracting designs.

Have I gathered a variety of information from multiple sources?

My research includes my own listening habits emotional responses over time, interviews with others visual inspiration from interactive spaces, and existing real world experiences I've visited. This gave me both personal and external perspectives.

Why have I chosen this insight, are there others I could have chosen?

I chose the insight because it links directly to experience design and allows me to create spaces that people can emotionally connect with. I could have focused more on genre but emotional response felt more meaningful and relevant to my concept.

Have I found examples that already exist?

I've researched existing interactive and immersive experiences such as TeamLabs Tokyo, Camera Obscura, and other installation based environments. I've also looked at cinematic storytelling on social media and how music is paired with visuals to show emotion.

Have I used a range of research methods (primary and secondary)?

I used primary research through personal reflection, emotion diaries and interviews with my parents about their relationship with music. I also used secondary research by analysing existing immersive experiences, visual media and music based installations.

What is the insight I have discovered, and how does my research support this?

The key insight is that music is deeply personal but follows common emotional patterns such as being used for: focus, comfort, nostalgia, or escape. My emotion diary, interviews and personal listening habits all support this as similar emotional uses of music appeared across different people and situations.

How will I know if my ideas will be successful?

I will know my ideas are successful if people can clearly feel and interpret the intended emotion without needing an explanation. Feedback, engagement, and how immersed people feel in the experience will be signs of this.

Part 4

Concept Analysis

The Waiting Room

Why?

It is a place that sticks in my mind for a place that a course of events changes

Who?

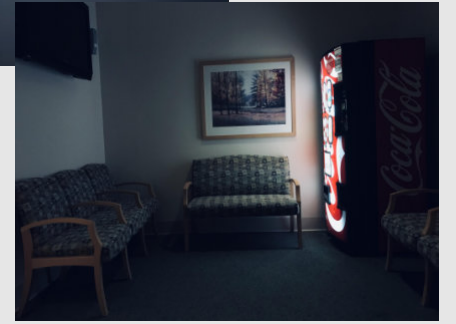
Anyone at any age. Basically anyone that will listen and is willing to process emotions using a space.

What?

I would like people to come away thinking deeper or in a different way about waiting rooms.

How?

It seems like a regular room but stuff moves and displays graphics that tell my story.



Foggy Streets

Why?

I love the combination of the fog and the dark as it gives such a melancholy feel.

Who?

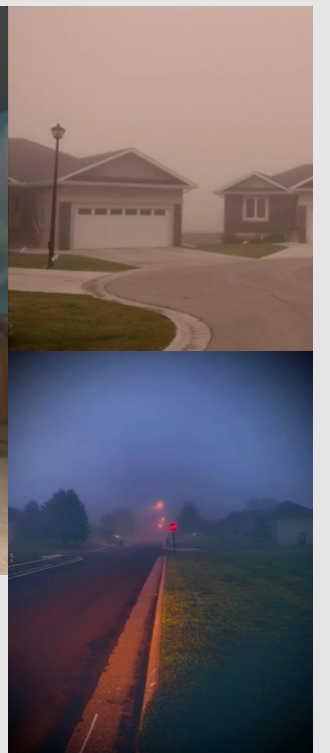
Someone who likes liminal spaces and can get into deep thought when placed into the right environment.

What?

It is meant to be another step of processing emotions but relating it to reality not just thought.

How?

A setup housing estate which from first glance seems real but is actually setup (the sky is just a wall). It gives the effect of everything being a lie.



Golden Hour Train

Why?

One of my favourite times of the day is when it is a clear day with big fluffy clouds and that harsh gold light on everything.

Who?

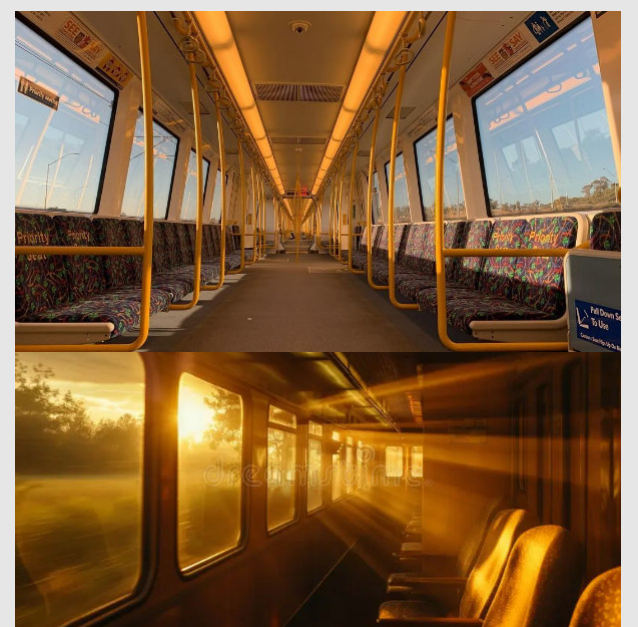
Anyone else that loves golden hour and sitting on transport not knowing exactly where they might end up.

What?

I would like to make a very visually pretty effect of a completely empty train but with strong golden lighting coming through the windows.

How?

A reconstruction of an interior of a train but each section can move depending on what the visuals are showing.



Part 4

Emotional Patterns

Looking back at my music/emotion diary I noticed that I use music to keep the mood up and focused on a task.

I typically try to just use music to continue/parallel my current mood rather than push it around. You can see this in my emotion diary as I listen to music based on the task I'm doing rather than forcing myself to feel better or different.

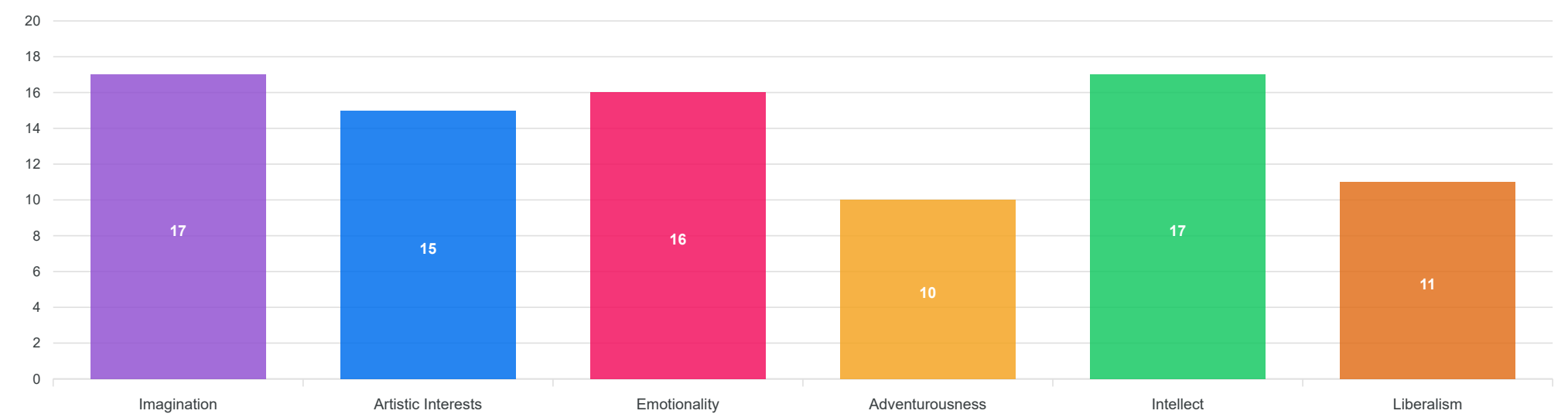
That week I was listening to some more up beat music as I was getting back into FH5 but I did still listen to my normal slower melodic music.

Part 4

OCEAN test

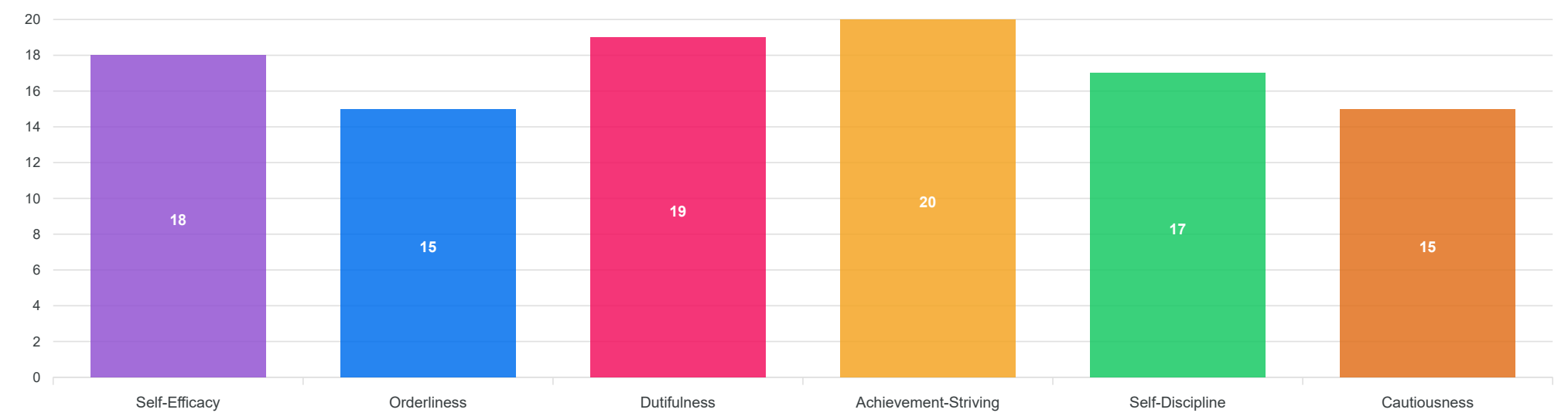
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Openness To Experience



The test says I am quite an organised and artistic person. I can takes this into account for my project as I do like to pour emotion into projects and this feels like a great place to do so. It also says I have high artistic intellect which I think could also be incredibly useful for this so I can come up with a clever solution to express my emotion through a space.

Conscientiousness



This section shows again my orderliness and drive for completing projects. This should also be useful for my project so I get all the work done in good detail without skipping over stuff.

From this I've not learnt much new but it has confirmed what I thought about myself. I did think I was quite focused but it said I was more artistic than I thought which is good for this project as it is more expressive than normal.

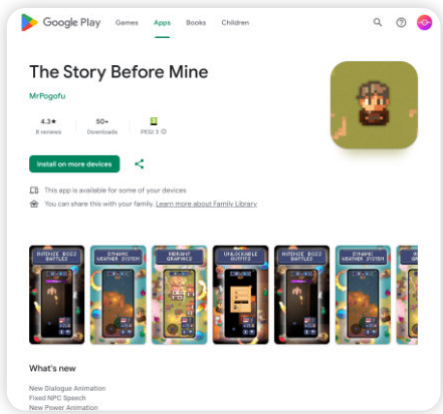
Part 4

Life Timeline

2008
Birth

My Mum and Dad were constantly playing a range of different music which has influenced my music taste today as I find a lot of overlap in mine and there tastes.

7th Jun 2015
Created my YouTube channel



2020
Started Highschool

10th Aug 2023
I released my first game to Google Play

Finished first relationship

Jul 2022
Started first relationship



20th Jan 2026
I released my first Steam game



Oct 2025
Visited Japan

This period of time was a huge time of mental and emotional growth. It still influences the way I think and process things (in a positive way)

Today
2026

Part 4

LT Analysis

How have these experiences shaped your interests and values over these years?

A lot of these experiences or events are quite defining moments for me as a person. Either a new interest or a moment that I didn't realise would impact me nearly as much as I thought it would. I'm now a completely different (hopefully better) person due to all of these events.

If possible, assign a song / music genre / or music tempo (slow, fast, intense, calming, etc.) to each of these moments and explain your choice.



Faded
Alan Walker
Created my YouTube channel
This is a more upbeat EDM song but it this was my number one song during this period and in my head it reflects this moment quite well.



The Less I Know The Better
Tame Impala
Started first relationship
A more groovy song with an indie feel.



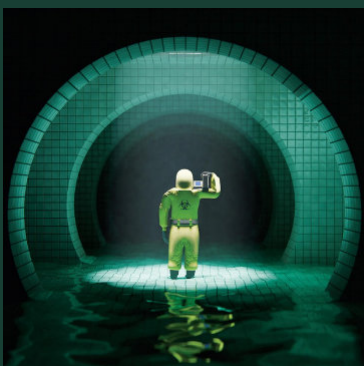
Goodbye to a World
Porter Robinson
Finished first relationship
This is a very cinematic electronic song but even today listen to it sends me into almost sad state of thinking.



Chamber of Reflection
Your Anxiety Buddy
Released first game to Google Play
For me taking a project to completion then getting it onto an official platform was huge. Although it wasn't hugely successful I loved getting to see people play it.



中央フリーウェイ
Yumi Arai
Visited Japan
This is a very slow City Pop style song. I listened to this song on the flight there and it reminds me of Japan. From the trip I learnt to be so much more independent and talking to people even with the language barrier.



The Empty Halls
Mr Pogofu
Released my Steam game
I composed and produced this piece (feels like the obvious answer). I have learnt so much about game production and online marketing. It feels like it symbolises a turning point in my life.

Think about how you could visually, in an abstract way represent some of these events.

Visual video editing techniques such as data moshing or using Gaussian splats to represent these moments in a maybe slightly disjointed way. Multimedia style things are some of my favourite ways to represent moments using such as: VHS, scrapbook, cinema, fish eye.

Part 4

Opposite Soul

What kind of music would they listen to and how is it the opposite of my taste?

Heavy Metal. The reason I would say it is the opposite is because it is probably my least favourite style of music. I like slower more melodic and impactful music which isn't what heavy metal is.



What visual style would they prefer bright and energetic or minimal and calm?

I imagine they would be very bright and chaotic with lots of content and neon colours. The complete opposite of organised and structured.

What kind of personality would they bring to the project impulsive versus methodical?

They would have a very impulsive personality just doing anything they want without checking that it is a good idea. Everything is chaotic.



What would they prioritise in the project that I normally would not?

The detailed writing would have a lot more thought put into it. I try and do the most visual things possible. I just want to get stuff done rather than contemplating for months.

What overall mood or atmosphere would their version of the project create?

They would have a very sporadic and chaotic mood with not a large amount of direction or structure.



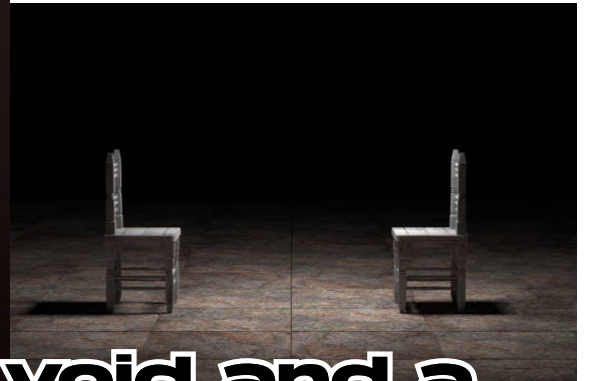
Open Exploration



**Empty underground/
train station**



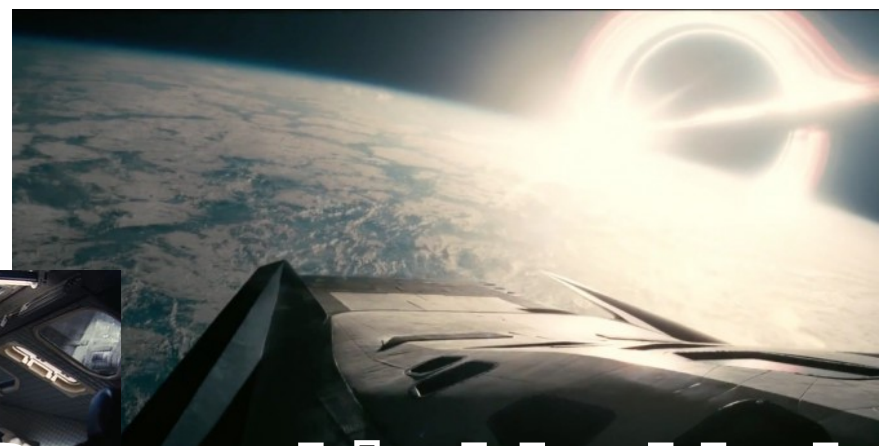
**Black void and a
single chair**



**Ultrasonic speaker
room**



**Spaceship blackhole
simulation**



**Falling leaves and
shadows**



**Stuck behind wall
watching family**



Organising & Eliminating

**Empty underground/
train station**

This feels like it could work very well with 'Golden Hour Train' this could transition one of the other spaces

~~**Black void and a
single chair**~~

~~**Ultrasonic speaker
room**~~

Boring/not much
happening

**Spaceship blackhole
simulation**

~~**Falling leaves and
shadows**~~

Has potential just is very niche and
not very personal because who has
been to space?

~~**Stuck behind wall
watching family**~~

I really liked this idea but it could be an
element in another space (waiting room)

The Waiting Room

Foggy Streets

These 3 I have a vision for spaces
that I just can't get rid of.

Golden Hour Train

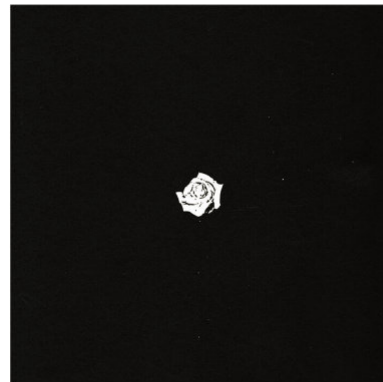
Part 4

Moodlist



Beanie
Chezile

Relatively a sad song feels like something I could add to a experience.



In My Head
Bedroom

A song I've cried to on various different occasions so has a fairly personal connection and would make a good background song.



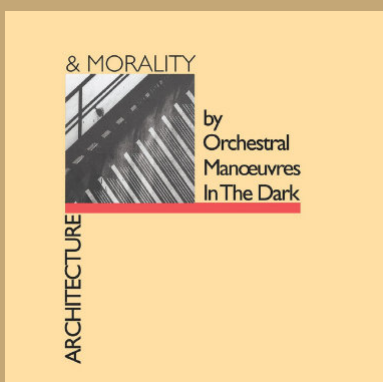
Space Song
Beach House

I would say hands down this is my favourite song. I've cried listening to this far too many times. I will almost certainly be using this for one of my spaces.



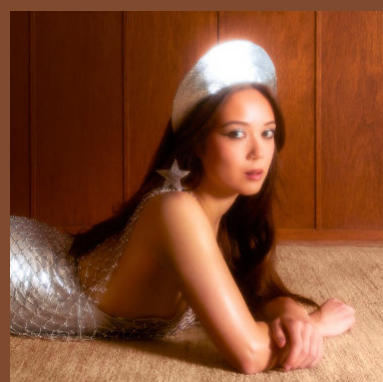
My Way
Frank Sinatra

My Grandad loved Frank Sinatra and especially this song. It holds a lot of meaning to me personally. It feels almost too epic for the style of space I'm going for though.



Souvenir
OMD

My Mum has listened to OMD for as long as I can remember. I've been to one of there concerts with her and this is definitely my favourite song. Could work for a interactive experience.



Promise
Laufey

Laufey is my favourite artist. This song has lyrics I feel I can relate to and wanted to include at least one of her songs as they are beautiful.



Goddess
Laufey

Once again another Laufey song. This one is very angelic and pretty. I think Laufey may be a little bit too slow though for a interactive experience.



We Are The People
Empire Of The Sun

It sticks in my head of one of the songs that I listened to during 2022 - 2023. I feel it does have potential in a interactive experience setting.

Part 4

Concepts Evaluation

What impact might each of my ideas have?

My ideas have a more polished or structured approach might feel authoritative but cold it wouldn't suit an emotional subject. The raw direction I went with should feel fairly real, like someone actually made it with care.

How do my ideas grab attention?

The story and idea I've created is meant to feel broad but still personal with experiences that I've had in my life. It doesn't feel like a typical school project, which hopefully makes people actually want to engage with it.

Will my ideas work? Why / why not?

I think so, the concept is simple enough to carry consistently across all the spaces without falling apart. The personal element means there's always something real to anchor it.

How do my ideas challenge what already exists? How will my ideas make things better or correct previous mistakes?

A lot of music related design is genre specific it looks like what the music sounds like to me. These new ideas narrow down and smooth out concepts that I had made before.

Why was the solution I chose the most effective? Why is it different to current solutions? Why do I think existing solutions are not working?

The combination of design with real collected responses makes it both structured and human. A lot of existing work is one or the other either very designed and impersonal, or very personal but visually unpolished. I wanted to try and capture both at once.

Part 5

story

Back when this project started and I skimmed through the project I decided that whenever I had a random thought I would write it down for this. I wrote them in my notes app and before you read them, they sound a lot more depressing on there own and are just what I was thinking at the time (typically quite late at night). **These are like really deep thoughts without much filter.**

1 I just want to be someone's first choice. Not to be left to think things through on my own. Have that person there that I can think of when down.

2 What if, even if I don't give up it isn't enough. What if all this work and effort in building these skills and interests is for nothing.

3 Sometimes I wish I didn't care. People seem to devastate me but really they are in the wrong or have forgotten I even exist.

4 I wish I wasn't so fragile, so worried to express myself or talk to people about who I am.

5 The most important relationship you can have is with yourself.

6 Why are we scared of the first time. Everyday is the first time.

7 You only learned how to ride a bike because someone you trusted let go of you.

8 What if I'm not creative. Just good at copying.

Reading back through these the main thing I can see sticking out is self worth. This is a topic that feels like a lot of other people could resonate with. In a few of them there is an element of loneliness which I can deffinitely implement into my interactive experience.

The story I am going to try and convey/create will start off quite sad, emphasising a feeling of scattered thoughts and isolation. Then as it progresses it starts talking about resolves/processing thoughts but still having a bit of anxiousness to it. Then by the end a more grounded and reflective feel to rather than sad.

Part 5

Script

My idea for the experiences are like those instagram videos that have really cinematic shots with fancy fonts over the top. I love this medium to convey a story. For my experiences it would be like these videos but you are in them.

Now I have figured out what my story I would like to tell is, I need to write scripts for the 3 scenes. I took all the thoughts and grouped them together in a way that would form the story arc.

I spent a couple hours just building out a script for the 3 experiences.

I came back a couple of days later to finalise the story arc and scripts so I can convey the my story in the most honest and personal way.

You know what the worst part is?
It's not being alone. It's being
surrounded by people and still
feeling invisible.

I keep waiting to be someone's
first choice. Not the backup plan.
Not the "maybe if nothing better
comes along" option. Just... first.

The person they think of when
something good happens. The
person they want to share silence
with.

Instead, I'm left here, thinking
things through on my own. Again.
Building entire conversations in my
head because the real ones never

There's this quiet that happens
sometimes.
Late at night.

A stillness where everything slows
down and you can actually hear
yourself think.

And in that quiet, I ask myself
'Who am I when no one's watching?

At the version I show the world.
The parts I've carefully shaped
for other people.
Not me. Raw. Unedited.

Times I feel disconnected.
Here, but not fully.
Everything moving while I

Part 5

Project Name

Names

I'm wanting a name that reflects the story but also is catchy and memorable. I'm not too sure on the length of the name, probably shorter as it is catchier.

Someone,
Eventually

The Work
Remains

The Space
Between
Letting Go

Someone to
Think Of

Left to Think

Fonts

Cascadia Code

M PLUS 1 Code

Monotxt

VCR OSD Mono

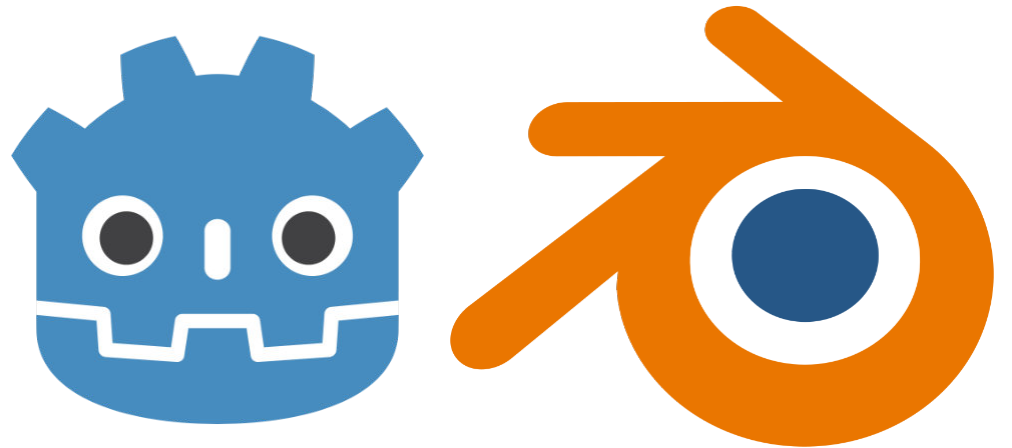
I really like the mono space coding looking fonts as they are very simple and structured which feels like it would work well for my game.

I'm going to go with M PLUS 1 Code as it felt like it stood out from the rest and doesn't look too different from regular fonts. I was close to choosing VCR OSD Mono but I'm not sure the pixelated style would work.

Part 5

Game Development

I am going to show my 3 spaces by developing a game using the Godot game engine. I will model the scenes in Blender then implement the stories through Godot.



I setup the main screen scene with a black background and text in the middle that animates in an out. Then coded in level loading/switching so when you hit any key on the keyboard it loads into a placeholder scene.

Left to Think

To give the screen some character to the image I added a chromatic aberration effect to the whole screen which distorts the colours near the edge of the image and make it feel slightly more dreamy.

```
chromatic_abberation.gdsh

shader_type canvas_item;

uniform sampler2D SCREEN_TEXTURE : hint_screen_texture, filter_linear_mipmap;

uniform int levels = 3;           // How many slices per channel
uniform float spread = 0.01;      // How far the channels separate
uniform vec2 center = vec2(0.5); // Radial center

void fragment() {
    vec2 uv = SCREEN_UV;
    vec2 dir = uv - center;
    vec2 offset = dir * vec2(1.0, -1.0);

    vec3 sum = vec3(0.0);
    vec3 accum = vec3(0.0);

    for (int i = 0; i < levels; i++) {
        float t = 2.0 * float(i) / float(max(levels-1, 1)); // 0→2
        // Slice weighting for RGB
        vec3 slice = vec3(1.0 - t, 1.0 - abs(t - 1.0), t - 1.0);
        slice = max(slice, 0.0);

        vec2 slice_offset = (t - 1.0) * spread * offset;
        vec3 tex = texture(SCREEN_TEXTURE, uv + slice_offset).rgb;

        accum += slice * tex;
        sum += slice;
    }

    COLOR.rgb = accum / sum; // normalize
    COLOR.a = 1.0;
}
```

Part 5

Level Design

Waiting Room

For the first area I want it to be simple at first glance but have more to it once the music gets started. You start in a long hallway then move to the main reception area. I will use the lights to direct the player around. There will be posters on the wall that are blank at the start but then when I start speaking the words comes up them. Then once it gets to the more impactful section of the script the roof will lift slightly and reveal a ticket board style ribbon that shows more visuals and text.

Foggy Streets

One of the places that stick in my mind are British 30s style streets. I remember being driven through these types of streets on the way to my grandparents. It will be this really long straight street with no visible ending. Then in the sky visuals will float around and fade in and out of the fog conveying the script. There will also be some road signs at the edge of the road that will also have visuals playing on them. With some of the props appearing or moving in a almost dreamlike way.

Golden Hour Train

This space will start in a very concrete heavy liminal underground station then you get onto the train and it will drive off with the music building. Then it will open into the country side/the outside where there will be the strong golden hour lighting. There will be text flying past the window and the posters or other media inside the train. I'm planning to base the train off the London Underground Metropolitan line.

Part 5

Level Implementation

Waiting Room



I modelled the waiting room in blender. It is a fairly simple scene just with some chairs and not a whole lot else. This will hopefully make the next few areas feel more impressive as the amount of content ramps up.

Foggy Streets



From one of my other projects I had some british style houses. I took these and modelled the pavement, walls and lamp posts around them. I used the Godot volumetric fog to give the liminal feel I was going for.

Golden Hour Train



I found a metropolitan train model on Sketchfab. I then simplified it in blender to make it more ready for the Godot game engine. I imported it and added a skybox with clouds for the outside section of the experience. I still have to model the starting station.

Part 5

Consider your audience

Who are you building this for?

I am building this for anyone that wants to come and get immersed into a story for a short time.

Will it be for everyone or just for a particular group of people?

It will be for a slightly older audience (15+) as it covers more emotional topics that a younger audience might not understand or enjoy. It also has a bit of a liminal feel which some people can get scared of.

How do you want the audience to feel during the experience?

I don't want them to feel sad. I want them to feel reflective considering the thoughts they maybe had in a different way.

How do you want the audience to feel after the experience?

Ideally they leave with a feeling of hope that even if you have these slightly sad thoughts there is still hope somewhere.

Will your audience influence how you structure and design your experience, or will you disregard them and do your own thing, like Kanye would?

I won't change my design a whole lot as it is meant to be a personal story to me that others can enjoy. I may change some of the areas or routes based on who and the amount of people that might visit.

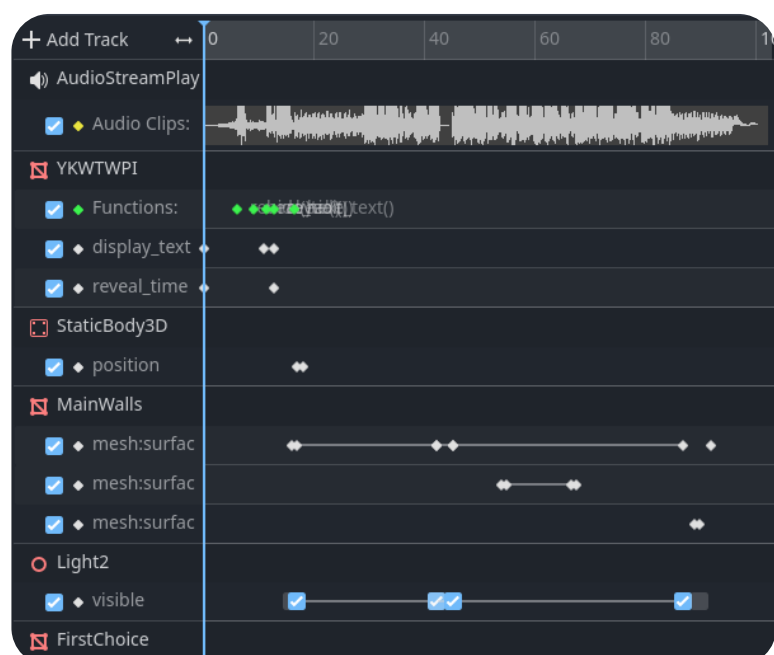
Part 5

Story Integration

I spent some time recording the script, redoing it a few times so I felt I conveyed enough emotion in my voice for the story. I then edited it to be easier to listen to and work with the music better.

I have started putting the audio and text together for the different spaces. I got Claude to write me some code for the text reveal. It means from the animation timeline I can call a text reveal function so the different subtitles can appear.

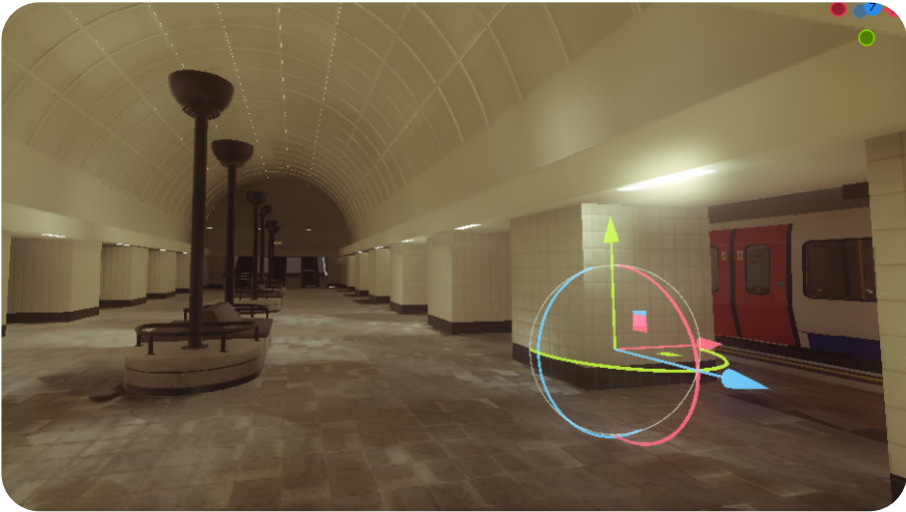
I'm using the in-built Godot animation system that lets me have synced up key frames of text and other elements around the scene. I'm also using the built in TextMesh for the subtitles as it allows a large amount of control over the look of the text (materials, fonts).



```
5
    _display_text = _full_text
6
    visible = false
7
    _set_alpha(0.0)
8
9
    hide_text()
10
11 func _setup_material():
12     var existing = get_surface_override_material(0)
13     if existing is StandardMaterial3D:
14         _material = existing
15     else:
16         _material = StandardMaterial3D.new()
17         set_surface_override_material(0, _material)
18
19 # -----
20 # Helpers
21 # -----
22 func _set_alpha(a: float) -> void:
23     if _material:
24         var c := _material.albedo_color
25         c.a = clampf(a, 0.0, 1.0)
26         _material.albedo_color = c
27
28 func _get_alpha() -> float:
29     return _material.albedo_color.a if _material else 1.0
30
31 func _text_mesh() -> TextMesh:
32     return mesh as TextMesh
33
34 # =====
35 # REVEAL
36 # =====
37 func reveal() -> void:
38     if not _full_text.is_empty():
39         pass
40     elif mesh is TextMesh and not _text_mesh().text.is_empty():
41         _full_text = _text_mesh().text
42
43     match reveal_type:
44         RevealType.LETTER_TYPING: await _typewriter_in()
45         RevealType.FADE_IN:      await _fade_in()
46         RevealType.SCALE_IN:     await _scale_in()
47         RevealType.INSTANT:
48             _text_mesh().text = _full_text
49             _set_alpha(1.0)
50             visible = true
51
52     reveal_finished.emit()
53
54 func _typewriter_in() -> void:
55     visible = true
56     _set_alpha(1.0)
```

Part 5

Game Development



I had conveniently modelled a train station for a different project based on London's Gants Hill tube station. I put it into the same scene as the third experience and completed all the transcribing and animating for the other spaces.

I wrote a short script to control the connection between levels and circular cycle of the game so it can be a almost presentation style game.

I updated the input system to also handle controller inputs as that is what I plan to use in my presentation as most people understand how to use a controller over a keyboard and mouse.

I designed a little controller map image based on the controller I will be using for my presentation. It means that people aren't guessing or asking what the controls are. I kept them as minimal as I could to not overwhelm people.



I found some issues when exporting like textures coming out funny or missing entirely leaving surfaces bright purple. I'm still not 100% sure the issue but the issues doesn't occur when I export the game from my laptop but it does from my main computer.

Part 5

Play Testing

I got 2 of my close friends to try out and give feedback on my game before presenting it. I created little forms which I will be giving out when I present my game to collect feedback about my experience.

Feedback	
Name: Erin	Date: 20/03/26
Things I liked: - the personalness of it all - the guidance around each experience when there was very good - synchronization with the music and the words - tugged on ze heartstrings :(overall very good 10/10 would watch again	
Things to be improved: - more exploration in each experience - sometimes a lack of guidance in each level, more arrows as when they were there were very good 👍 all very minor things however im nitpicking :)	

Feedback	
Name: James	Date: 20/03/26
Things I liked: How personal it was (this guy is great) plus the part of it being so relateble as it doesnt just tailor to him yet it feels like a blanket that covers everyone	
Things to be improved: i broke it ; (	

I then tuned some of the levels system and colliders to stop issues that came up in playtesting.

Part 5

Development Evaluation

How effective will this idea be and how do I know this?

Pretty effective I think. The feedback I've collected were very helpful in polishing the final product. The final execution is quite simple which means the viewer shouldn't be overwhelmed.

Does it answer the brief and match my research findings?

Yes, everything I've made directly comes from what people told me and how I wanted to present that visually. The brief and the work seem like they follow each other through out.

What might go wrong with my idea? How can I solve this? Can I ask anyone for help?

The main risk is the layout becoming repetitive since the concept repeats the same question. I've tried to vary the visuals enough that it doesn't feel like copy paste. I also tried creating a story arc so it feels like it is progressing. I could ask for feedback on whether the pacing feels right from either teachers or friends.

How does my solution meet the needs of this real-world problem?

Music is something people strongly towards and this combines a story that I feel people can relate to and expresses it in a unique and interact way.

What are the risks / implications of my idea?

If the viewer gets lost in the space and isn't reading the text at the right times they could become lost and the immersion will be disconnected. I've tried to combat this by adding arrows to guide the viewer around spaces.

Do I need to change / adapt anything at this point in order for my idea to be more successful?

Possibly the pacing between sections, some parts feel slightly more dense than others and could probably use more breathing room so it doesn't feel overwhelming. Overall it isn't too bad though.

Part 6

Curveball 1

There's no access to electricity!

This will be one of the bigger issues with my experience. A lot of the elements are powered in some way by motors or screens. A solution could be having on site power source like a generator. Without electricity I can't have any screens moving mechanisms or fog machines. I probably won't be able to just have a generator so instead it would need to use natural lights, mechanical movement, printed visuals and mirrors.

Curveball 2

You cannot have sound!

Without sound the visuals will stay intact. I would instead need more visual pacing and touch or light based interaction. More printed related media, or light that guides people through the spaces. I could use vibrations as well to convey what is happening.

Curveball 3

Make it BeyonceLevel (aka scale it)

With larger amounts of people coming in it won't be as easy to just let people in without planning. I would maybe need a booking system so only a set amount of people can go through at a time slot. It would be like the Harry Potter experiences where they take a group of people into a little section and brief them on what is happening but this also gives enough time for the group in front to have moved forward in the experience to repeat the cycle.

Part 6

Communication Evaluation

Have I been as creative as possible at communicating my idea with others?

I think so, I've tried to let the work speak for itself rather than just describing the concept in too much boring detail. Which feels more appropriate for a design project about expression through music which is audio based.

What evidence do I have of my thinking?

The collected responses from the event/ presentation to get an idea of what others thought. The initial layout experiments, and the iterations on the typography all show how the idea developed and changed over time.

How have I helped others with my feedback to them?

I tried to be specific about what was and wasn't working visually rather than just saying things were good. Vague encouragement isn't really that useful.

What emotion / feeling do I hope my project will generate?

That feeling of recognition and reflection. Like when someone puts into words something you've always felt but couldn't say yourself. I want people to read a response and think "yeah, that's exactly it."

What feedback have I had from my classmates that has helped me?

I had people telling me that the story felt personal yet broad which was exactly what I was going for. Someone also mentioned the album covers gave the experiences very nice resolves.

What have I learnt about myself in this project so far?

I'm more drawn to work that has a personal element, purely aesthetic design feels less interesting to me than something with a real human story behind it.

What have I learnt about my classmates?

Everyone has a really different relationship with music and it's been genuinely interesting to hear about. It's made me realise how much you can learn about someone from what they listen to and why they do so. Some songs have a really deep personal story behind them.