Lyra's Wings, an Interactive Audio-Visual Game

Georgina McDaniel

Overview

Platform: PC	Players: 1	Genre: Rythme/2D platformer/endless runner

Lyra's wings is a game which immerses you into a world where the environment and the gameplay is influenced by the music. You play as a girl named Lyra who is accompanied by her eagle spirit. *Together you travel across the seasons on a journey through song.*

Tools

3D Modelling software:

blender

Game Engine:

unity

Art & Design

All art assets were modelled, rigged and animated using Blender and created in a low poly art style. Design inspired by Native American Culture and Greek Mythology.

Audio reactions

The world reacts to the music in various ways. The colours, lights and landscape respond to the audio track. Platforms spawn as a safe landing to jump on in time to the beat of the music.

Audio Analysis functionality

A Beat Detection Algorithm script detects the beats of any audio source using frequency spectrum analysis (FFT) and audio energy.

Elements of the game react to:
+ **The beat of the music**
+ **The frequency of the music.**

Featuring original soundtrack *'Four Seasons'* composed especially for the game.

Fact: The story behind Lyra is inspired by Greek mythology. Lyra is named after a constellation derived from the Lyre, the instrument of the great musician Orpheous. Lyra's constellation is often represented as an eagle.