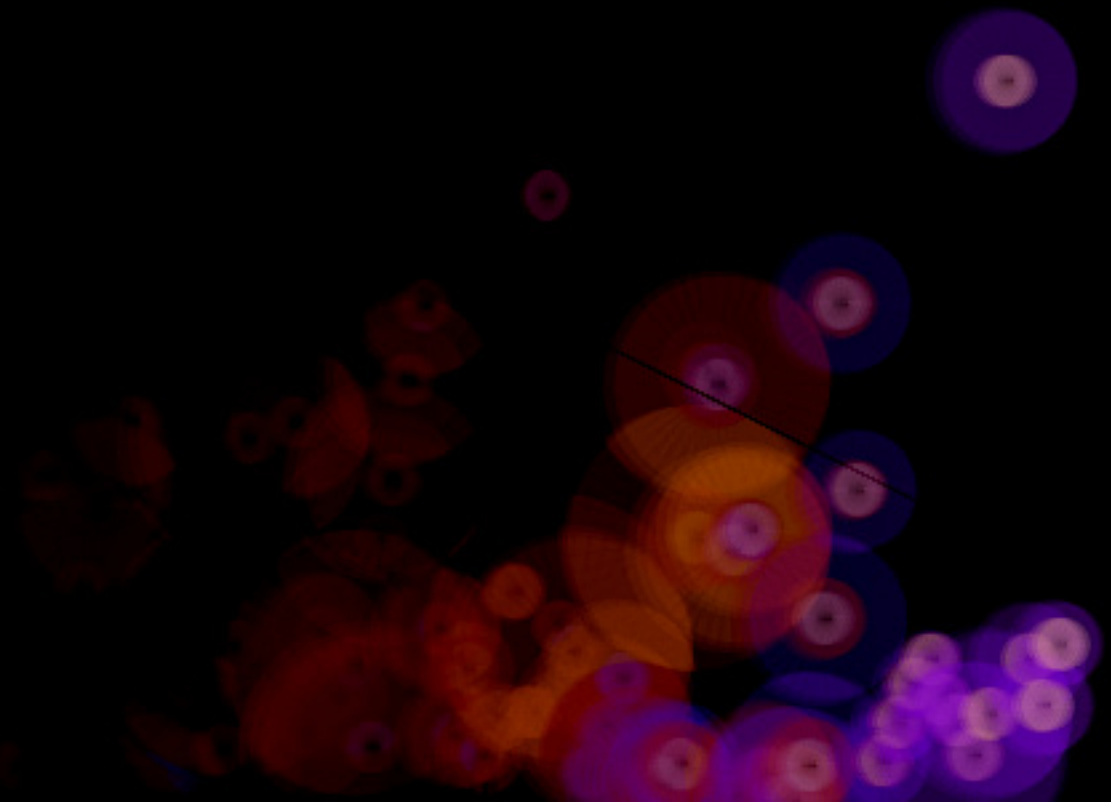
generative beatPainter



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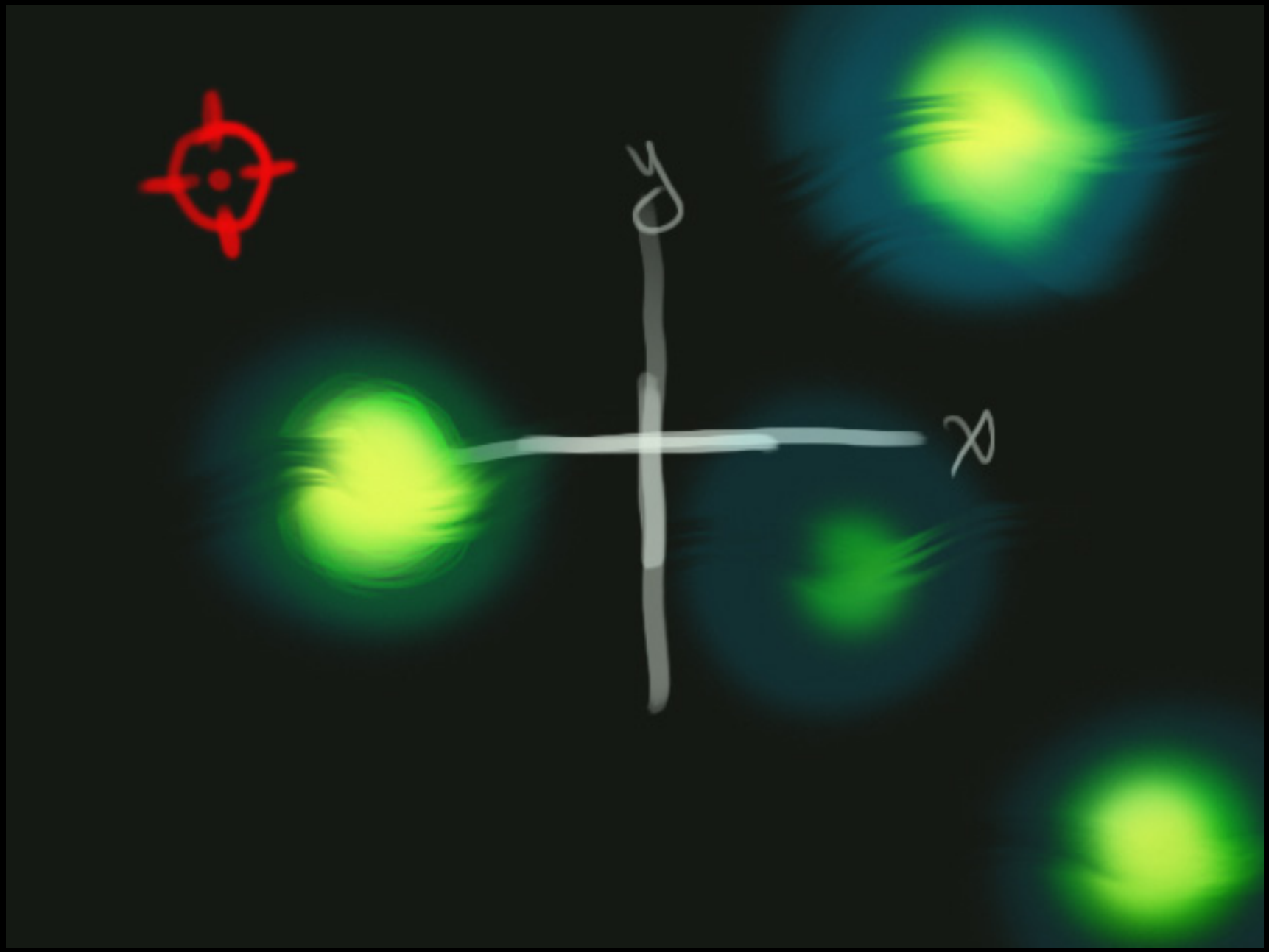
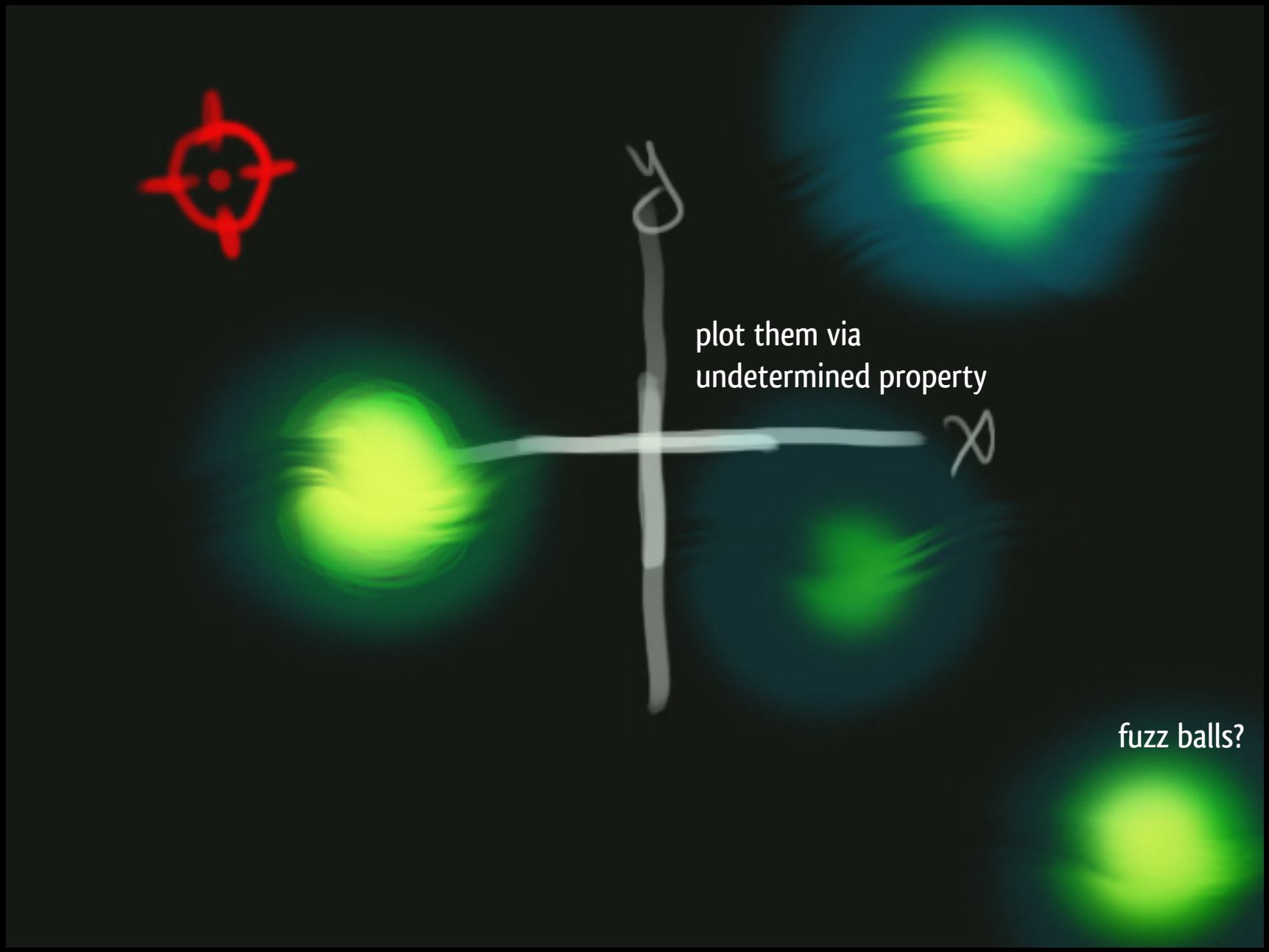
it didn't start as beatPainter

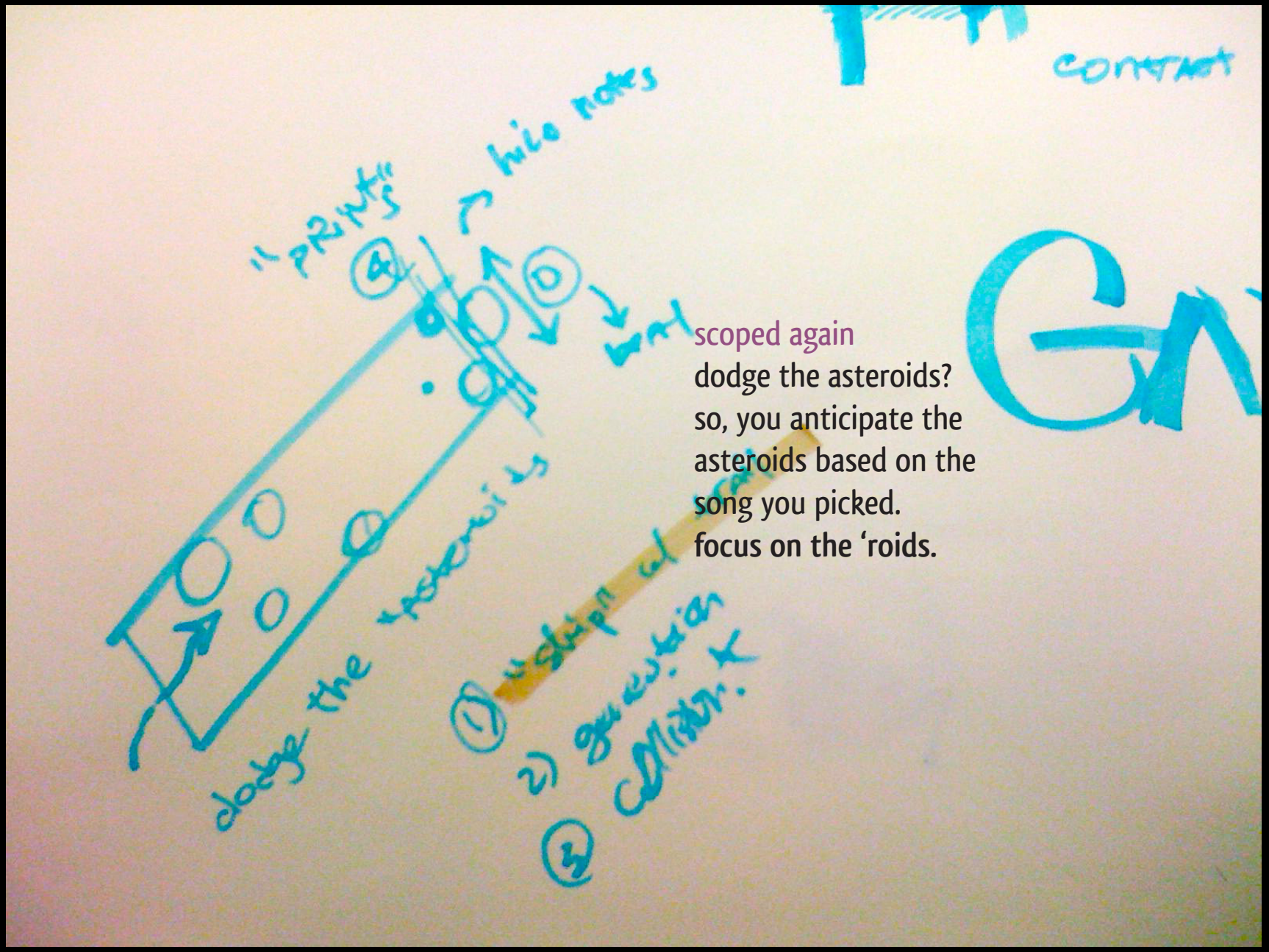

y
x

shoot things, kill them!



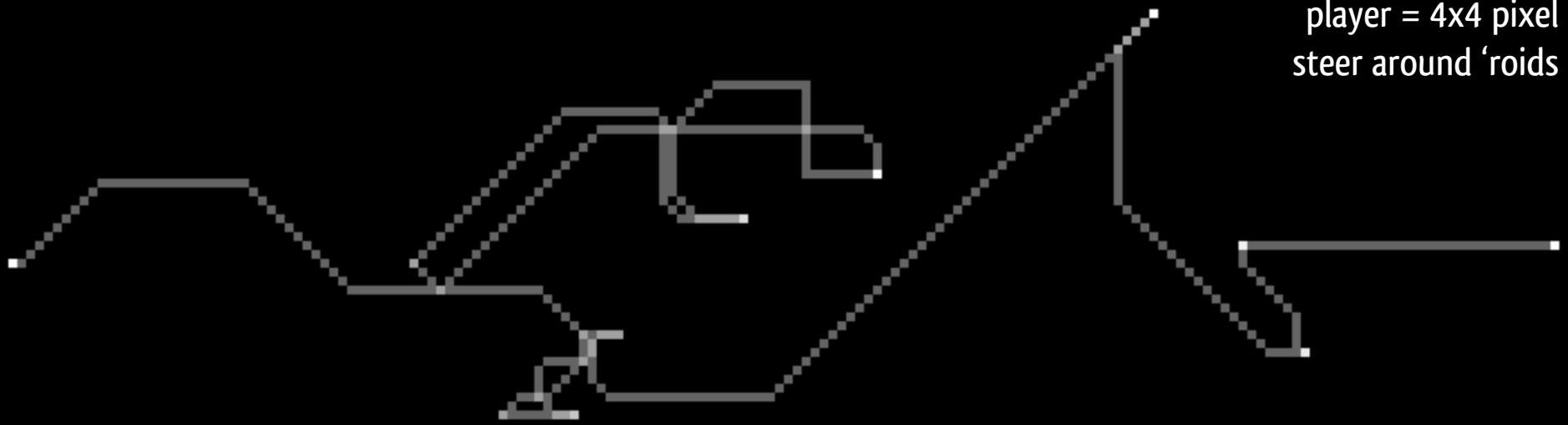
ditched
too much things to
handle outside of
“generative”

playable-ness
points
spawn
movements
etc.



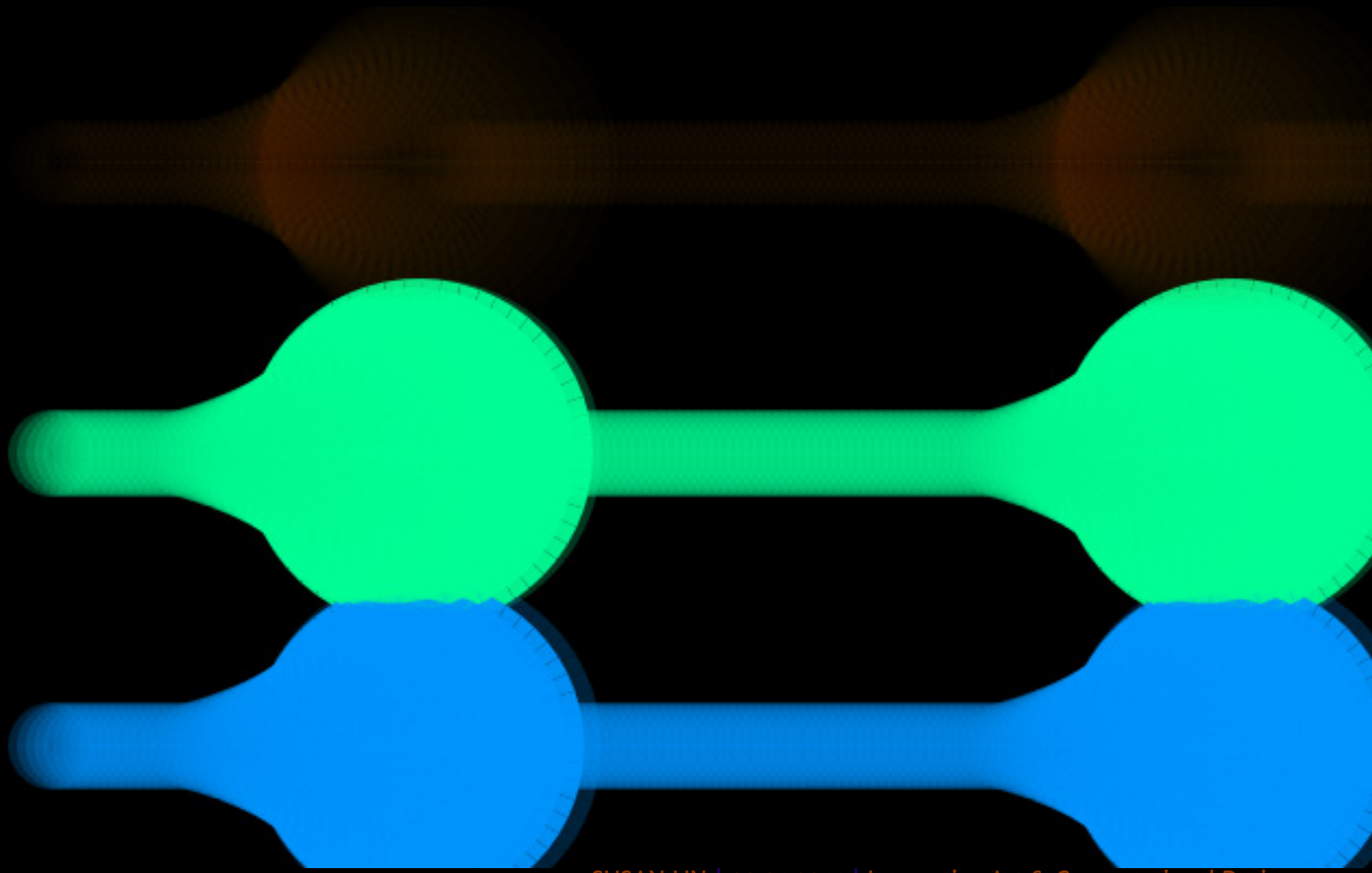
scoped again
dodge the asteroids?
so, you anticipate the asteroids based on the song you picked.
focus on the ‘roids.

asteroids = beatEnergy

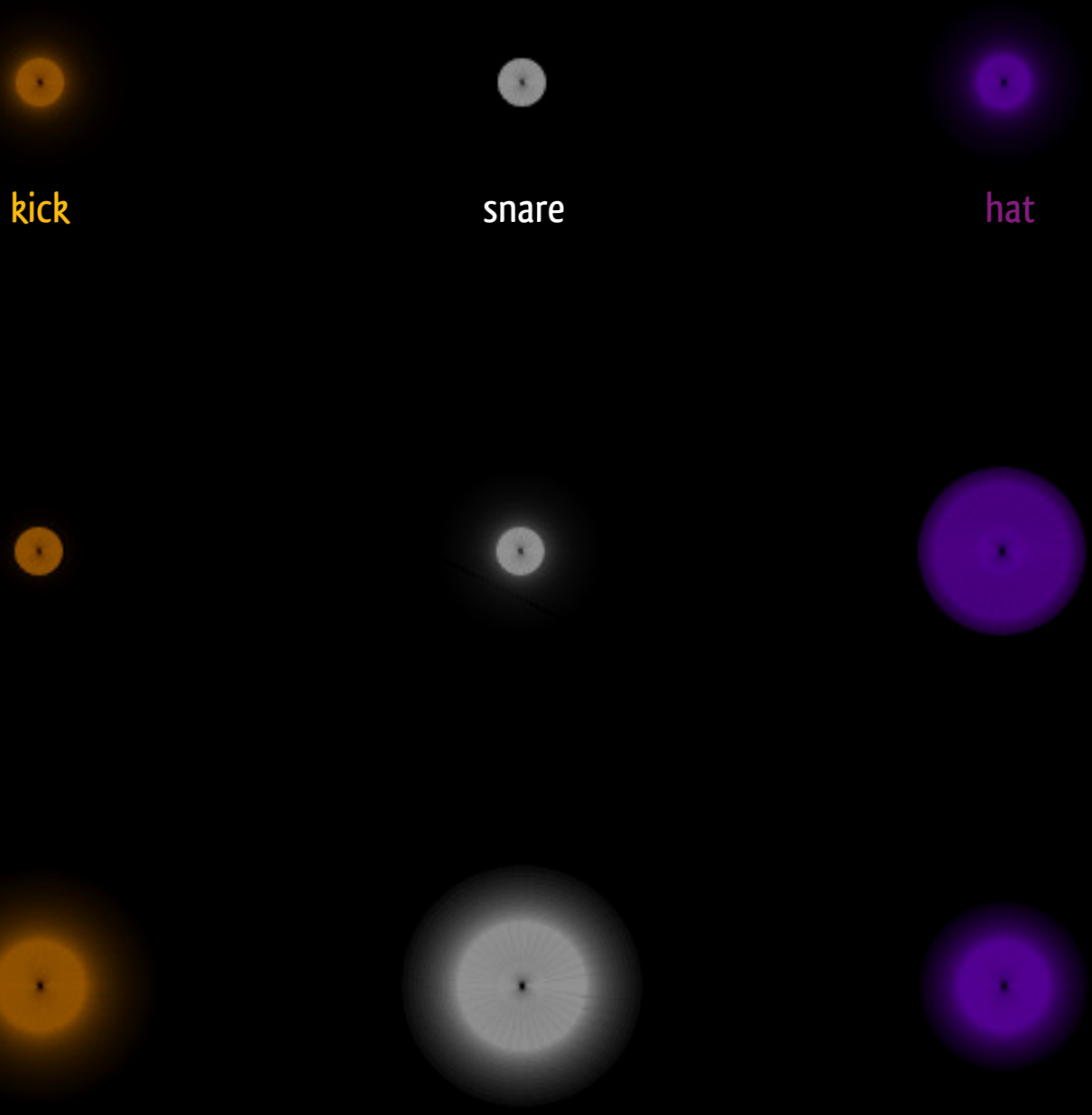


player = 4x4 pixel
steer around ‘roids

so, this game was actually really **boring**...



the forms in relation to the music were more interesting



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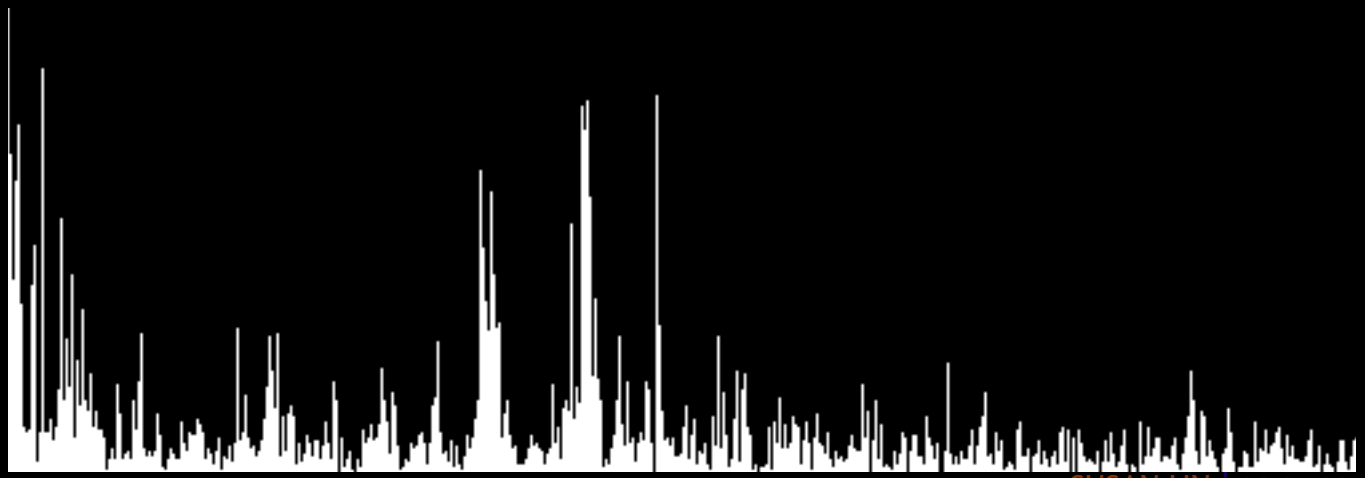
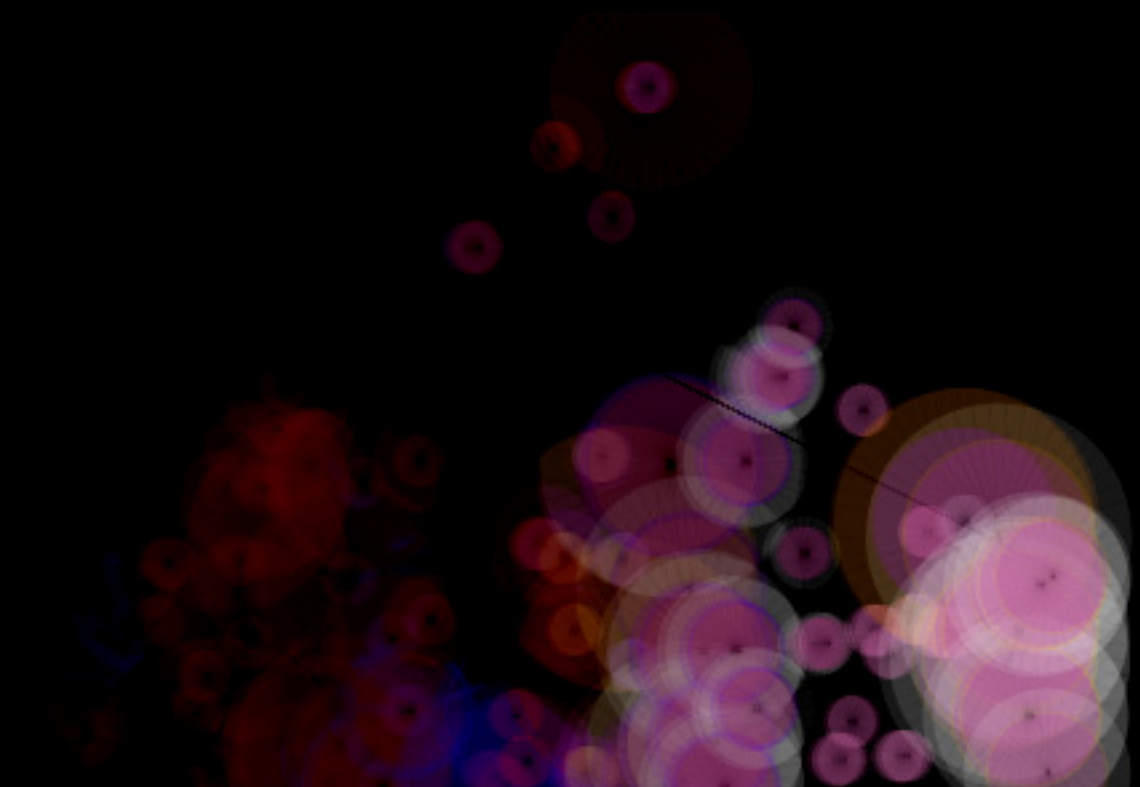


inspiration

ironically, the same source which has made me miserable every spring

generative Demo



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