

## Replay

Players have to create new content + media which is replay.

+ Flow Opportunity



#### Musicians in the Loop

Humans or machine musicians are used as conductors.

+ Interface Opportunity



#### **Main Mechanics**

What are the most important score mechanics?

? Goal Question



## **Lighting/Scenography**

Can the score be enhanced with lighting and stage design?

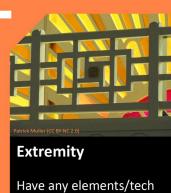
? Interface Question



# Challenge

Does the score challenge the musicians? audience?

? Flow Question



Have any elements/tech been tacked on? Should these be more integrated?

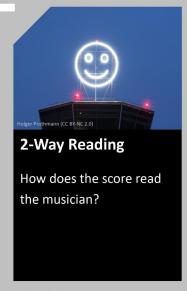
- Design Challenge



## **Physicality**

The physical nature of playing this score.

? Flow Question



Goal Challenge