STEVE HINAN PRESENTS

SYNTH

GAME DESIGN DOCUMENT

PITCH

A three oscillator instrument with a playable keyboard, auto pulse, glowing reactive sigils, and a sixty second video recorder. Tune waves and tone, then play.

HOW IT PLAYS

Three oscillators share one keyboard and one auto pulse. Each oscillator has its own volume, tune, frequency, speed, LFO amount, LFO rate, and wave shape. A shared tone section covers sub, drive, cutoff, resonance, reverb, and delay.

Drag any sigil left or right to place that oscillator in the stereo field. Use Center stereo positions to reset panning. An output meter shows level.

CONTROLS

- On-screen keyboard, plus computer keys A W S E D F T G Y H U J K.
- Keyboard sustain and keyboard sound mute switches.
- Volume 0 to 100. Tempo 55 to 170 BPM.
- Four presets: Oracle, Abyss, Glass, Doom.
- Start auto pulse runs an eight step pulse. Stop ends it.
- Twelve wave shape choices: Saw, Square, Triangle, and Sine on each of the three oscillators.
- Twenty four oscillator and tone sliders, plus Volume and Tempo.
- Reset All Oscillators restores oscillator defaults.
- Record Video (60 seconds max). The clip downloads when recording ends (webm when the browser supports it).

LOOK

Matches Polyrhythm: black stage, dark glass dock, system UI fonts. Palette orange #FF8A1F, green #3DDC84, purple #A855F7. Sigils use those three colors. Auto pulse uses the large orange pill (purple while running). Record uses the red pill. Stage wordmark SYNTH with stevehinanpresents.com/synth on the canvas.

SUPPORT

Footer link: Support the developer, to `/give/`.

STATUS

Playable at `/synth/`. Official URL: stevehinanpresents.com/synth.

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