Ark Beat

Contents

What's Ark Beat

Ark Beat is a rhythm game written in masm. It started as a term project of our assembly language class, but now we believe it's a decent game.

> It's also a fan work following **Muse Dash** and **Arknights**

Ready to go, Doctor?

> For now, only Windows is supported, and tests are carried out on Windows 10 only

If you have put your song(s) in the **music** folder, just double click on **Ark Beat.exe** and enjoy yourself!

Guide on usage

The game **Ark Beat** has three interfaces:

- **start interface**
- **music selection interface**
- **game interface**

Let's go through all of them.

1. start interface

- **Escape** : **exit** the game

- ***Any other key*** : start game *(go to **music selection interface**)*

2. music selection interface

> Snatch of the current song will be played repeatedly

> Missing cover(s) will be replaced by default cover

- ***Escape*** : return to ***start interface***
- ***Space*** : replay the current snatch
  - Should the **snatch** with suffix ***.clip.mp3*** not exist, a *warning* would pop up
- ***A / Left Arrow*** : switch to previous song
- ***D / Right Arrow*** : switch to next song
- ***Return*** : start playing *(go to **game interface**)*
  - Should the **music** with suffix ***.mp3 or .wav*** not exist, a *warning* would pop up
  - Should the **notes** with suffix ***.ark1 and .ark2*** not exist, a *warning* would pop up

3. game interface

- ***Escape*** : open the ***in-game menu***
  - **In-game menu**
    - ***Escape*** : resume the game
    - ***Enter*** : return to ***music selection interface***
- ***F / D / S*** : hit the upper track *(Texas beats)*
- ***J / K / L*** : hit the lower track *(Amiya beats)*

Wanna be creative?

Skadi's workshop is just for creative Doctors like you!

You could make **notes** for your favourite songs!

Preparations

Attention: Put ***Skadi's workshop.exe*** under the folder ***Ark Beat***, that is, you should keep ***Skadi's workshop.exe*** and ***music*** folder in the same directory

The song folder should be as follows:

```
Ark Beat
└─music
    └─foo
        foo.mp3
        foo.clip.mp3    (optional)
        foo.ico         (optional)
        foo.ark1        (to be generated)
        foo.ark2        (to be generated)
```

- A folder put under the **music** folder, with name **foo** (it's highly recommended to use the song's name) **of your own choice**
- A music file named **foo.mp3 or foo.wav** put under folder **foo**

> Normally, an appropriate song's length should be **90~150s**. But it's not mandatory.

- *(optional)* A cover file named **foo.ico** put under folder **foo**
- *(optional)* A snatch file named **foo.clip.mp3** put under folder **foo**

> Normally, an appropriate snatch's length should be **15~25s**. But it's not mandatory.

Work with Skadi

> **Skadi's workshop** is a **beatmap maker** for **Ark Beat**

Skadi's workshop has two interfaces:

- **start interface**
- **record interface**

1. start interface

- **Escape** : **exit** the tool
- **W** : switch to previous song
- **S** : switch to next song
- **Space** : start recording notes *(go to record interface)*
    - Should the **notes** with suffix **.ark1 or .ark2** do exist, a *warning* regarding whether to overwrite would pop up
    - Should the **music** with suffix **.mp3 or .wav** not exist, a *warning* would pop up

2. record interface

> There will be a pop up window at the end of record

- **Escape** : return to **start interface**
- **Backspace** : restart the music to record from scratch
- **F / D / S** : record notes on the upper track
    - The button with **up arrow** reacts
- **J / K / L** : record notes on the lower track
    - The button with **down arrow** reacts

After the record is down, just play it with **Ark Beat** to check your own masterpiece!

The songs just won't play?

You may encounter the issue that some songs in the format of mp3 or wav just won't play in **Ark Beat**, which once bothered us so much.

It turned out that Windows' poor **audio decoder** might be the one to blame.

Therefore, you are **highly, highly, highly recommended** to install third-party decoders like **LAVFilters**.

Maintainers

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Acknowledgments

We refer to these games as we are big fans of them.

- **Muse Dash**
- **Arknights**

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