

# Ark Beat

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## 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

- 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.

The ultimate file tree 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)

## 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?

Windows' poor **audio decoder** might be the one to blame. You are **highly, highly, highly recommended** to install third-party decoders like **LAVFilters**.

## Maintainers

- [@41889732](#)
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## Acknowledgments

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

- [Muse Dash](#)
- [Arknights](#)

## License

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