

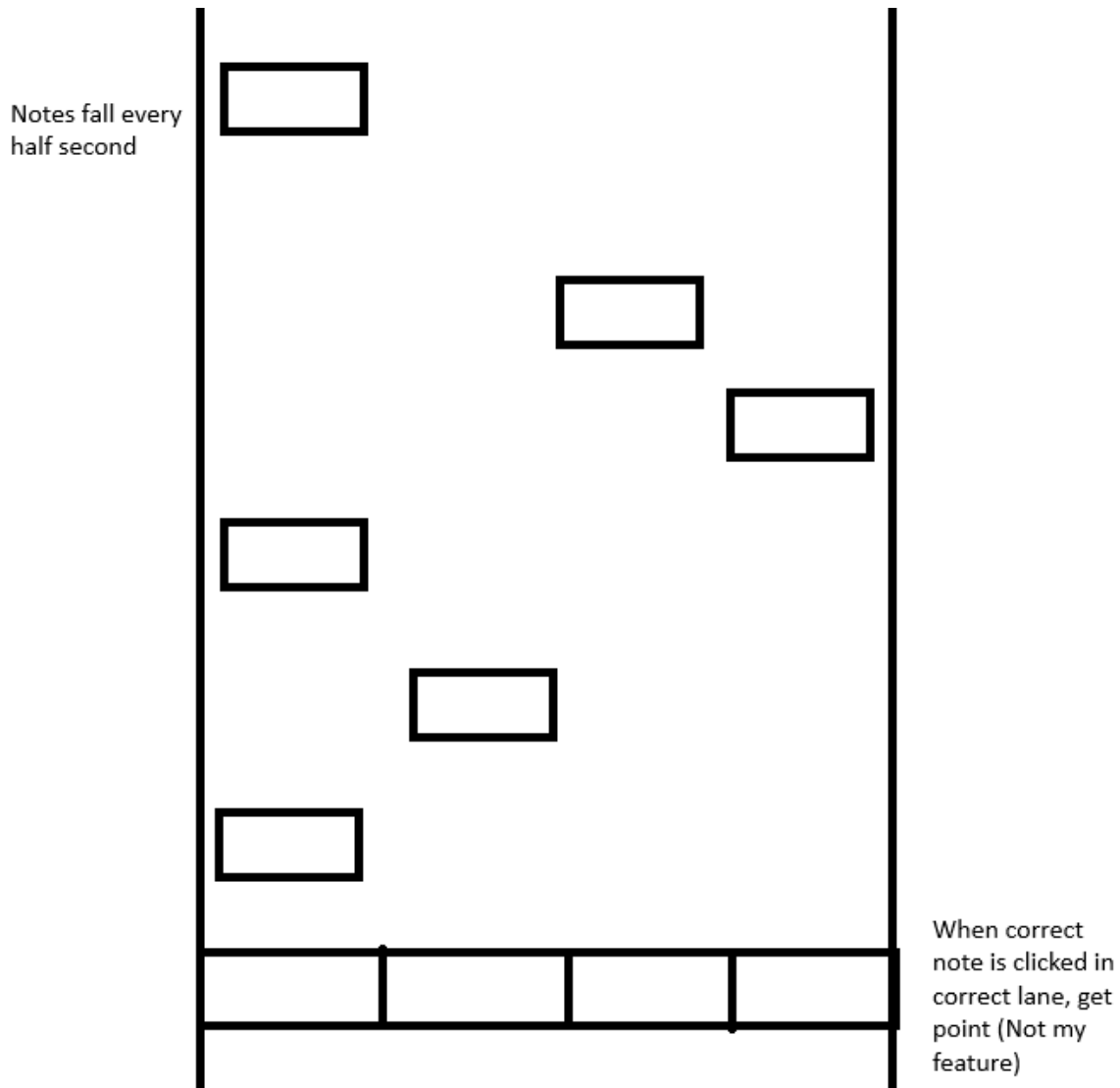
Development Project 4 Process Work

Feature to implement

- Notes that come down from the top of the screen
- Randomly spawn in 1 of 4 lanes

How to implement

- Class for the notes
 - Note will be a rectangle that takes up roughly one quarter of the screen
- Function that spawns the note at a given x value
- Function that generates a random number between 1 and 4 and spawns the note in the lane of that value
- Function that allows the note to move down



Issues

- Every 10 notes there is a pause in note generation
 - Fixed by increasing the size of the array that holds the notes. More of a Band-Aid patch but is enough to be not noticeable.
- Notes falling incredibly fast
 - Speed variable was way too high, lowered to a more reasonable number.

NO MERGE ISSUES

- My feature was implemented first, and as such I did not have to worry about merge issues