



RhYthm Run

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Version: 1.0

Overview

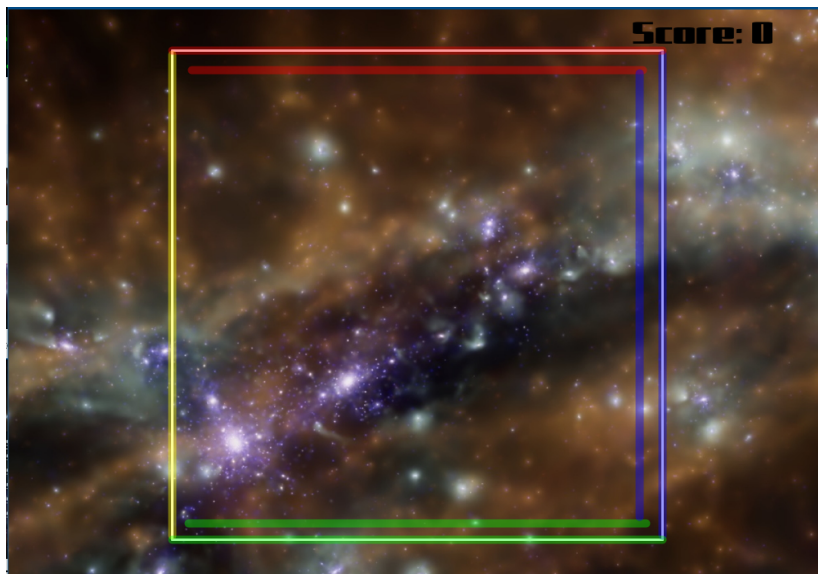
The game is called RhYthmRun, it is a rhythm game where players try to match the incoming color line with the corresponding edge on the beat square in time with the visual and music.

Game Description

Objective -- Get as high as possible of a score.

Gameplay -- Open the game, select a difficulty, match the incoming beats with the beat square, and then play the game, once it's over, either click esc to end the game or play again.

Controls --



The following keys are used to play the game:

A or ← is **yellow**.

W or ↑ is **red**.

S or ↓ is **green**.

D or → is blue.

Assets Used

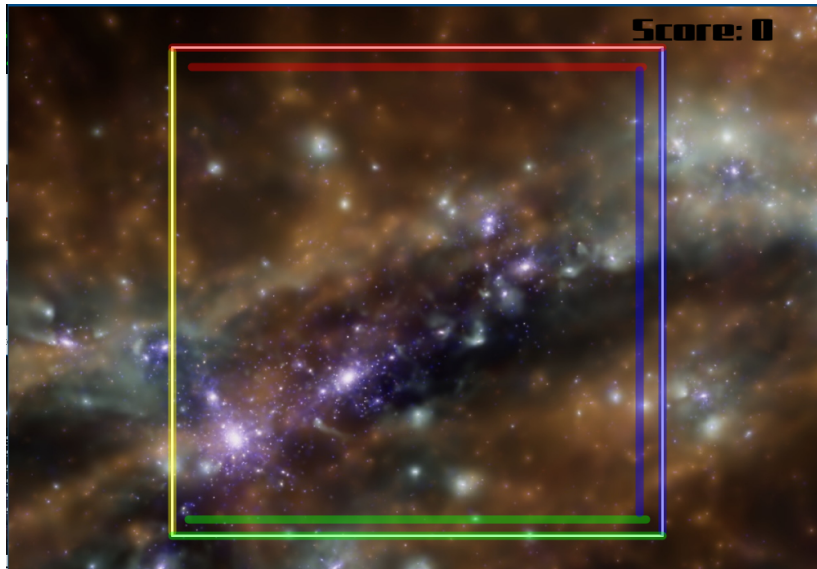
- Images
 - o SpaceFractal.jpg - NASA
- Sound files:
 - o MenuSong.wav - Pixeland by Kevin Macloed (Royalty Free Music)
 - o GameSong.wav - Yonas Made it Himself
 - o EndOfGame.wav - Clapping and Cheering (Freesound.com)

User Menu

Start Menu:



Use the mouse to select a difficulty.



Use the wasd keys or arrow keys to match the incoming lines, with the direction of the keys corresponding with where they are in the color square.



Click return to the menu with the mouse or click the esc button to end the game.

Roles and Responsibilities of Each Team Member

Gameplay mechanics	Sound mechanics	Visual mechanics
Stephen Coomes	Yonas Bahre	Robert Medina
Miguel Jara		