# Note Track – Key Pressing

## Summary

This is a brief explanation about how the Key Pressing Script functions. The script is used to have music notes interact with the keynotes. This is using a Raycast to check the distance between the piano keys and the music note. The distance for the perfect hit has been set to 1 unit from the piano. Anything between 1 to 0.75 units would give the player points. Anything between 1 and 3 units would be considered good but not perfect, which will result in points still being given. Anything more than 3 units is terrible, nothing will be given.

## Script

KeyPressing Script – The Raycast starts from the center of the piano key itself and shoots up in the direction of on-coming music notes. The script checks to see if the user hits the music notes either too early, on spot or too late.