

SP-22 – Dynamic Rhythm Game
CS 4850 – Section 01 – Fall 2023
Aug 26, 2023



Katlin Scott



Willie Doyle








Bethany Cadman



Angel Magallanes

Team Members:

Katlin Scott (Team Lead)		Katlin.Scott1@gmail.com
Willie Doyle (Lead Developer)		www.willdoyle10@gmail.com
Bethany Cadman (Designer)		bethusa01@gmail.com
Angel Magallanes (QA Analyst)		angelurm2012@gmail.com
Sharon Perry (Advisor)		Sperry46@kennesaw.edu

Collaboration Tools

Communication	—	Discord
Collaboration Tools	—	Google Docs, MS Word Online, GitHub
Version Control	—	GitHub

Overview/Abstract

Have you ever listened to a song and wished you could play that particular song in a rhythm game? Or maybe even wanted more of your own songs in a rhythm game without having to wait for a new DLC pack to be released?

Well, our dynamic rhythm game will create procedurally generated ‘rhythm game levels’ (also known as ‘maps’) as songs are selected. We plan on achieving this by utilizing AI to detect various beats and inflections within the music. The music will be sourced from the largest music library in the world, Spotify, giving us access to over 100 million songs and near-endless possibilities.

Platform

Windows application developed in Unity.

Unity is a cross-platform game engine with support for a variety of desktop, mobile, console, and virtual reality platforms. Typically programmed in C#, Unity is a great application for new and experienced game designers alike.

Deliverables

The goal of this project is to have a prototype rhythm game platform with Spotify API implementation, user interaction within the game itself, and use either an AI or an algorithm to build the game stage. If we have time, we want to include being able to store the (pre-)generated songs and have user editing.

(See next page for Statement of Participation!)

Project ID: SP22

STATEMENT OF PARTICIPATION: (One statement/signature for each team member)

By signing below, I Katlin Scott (Print Name Clearly) acknowledge that I will participate in all meetings, communications, deliverables and other tasks necessary to complete the project. If I don't I understand that Professor Perry will meet with me to remedy the situation.

Katlin Scott
Team Member

08/24/2023
Date

STATEMENT OF PARTICIPATION: (One statement/signature for each team member)

By signing below, I ~~Willie~~ Willie Doyle II (Print Name Clearly) acknowledge that I will participate in all meetings, communications, deliverables and other tasks necessary to complete the project. If I don't I understand that Professor Perry will meet with me to remedy the situation.

Willie Doyle II
Team Member

08/24/2023
Date

STATEMENT OF PARTICIPATION: (One statement/signature for each team member)

By signing below, I Angel Magallanes (Print Name Clearly) acknowledge that I will participate in all meetings, communications, deliverables and other tasks necessary to complete the project. If I don't I understand that Professor Perry will meet with me to remedy the situation.

Angel Magallanes
Team Member

08/24/2023
Date

STATEMENT OF PARTICIPATION: (One statement/signature for each team member)

By signing below, I Bethany Cadman (Print Name Clearly) acknowledge that I will participate in all meetings, communications, deliverables and other tasks necessary to complete the project. If I don't I understand that Professor Perry will meet with me to remedy the situation.

Bethany Cadman
Team Member

8/24/2023
Date