

RhythmWare

Developing a Rhythm Game
(from scratch)
(in Java)

haha tiny text



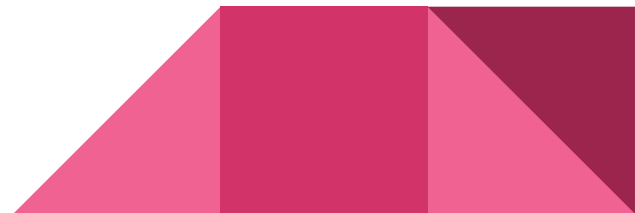
Our Team (The Who)

Ethan Grant

Roman Brancato

David Geisel

Brian Turnbo



What is it?

Our rhythm game, RhythmWare Mania, is a traditional “scrolling-style” game. Notes scroll either up and down the screen and the player has to press buttons to hit the notes in time with the music.



Time Goals

Our scope near the beginning was quite ambitious. We ended having to reduce scope along the way to account for time and complexity. We did not get to include everything from our original ideas.

Key points:

- ❖ Hazards (Mines / Bombs)/Hold Notes
- ❖ Graphics (Fancier)
- ❖ Songs (Difficulties / Multiple charts / Etc.)



So...what changed?

In short... a lot.

Key points:

- ❖ GUI overhaul
 - Linked classes
 - Menu changes (Main / Song menu)
 - Sound (Music)
- ❖ Gameplay additions
 - Key press feedback
 - Accuracy scores
 - High Score keeping

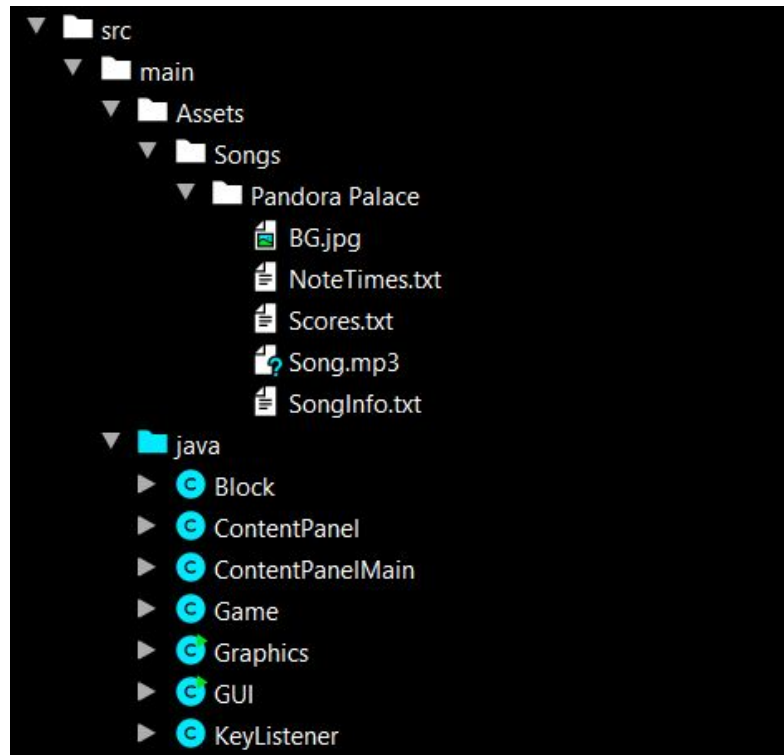


But wait... there's more!

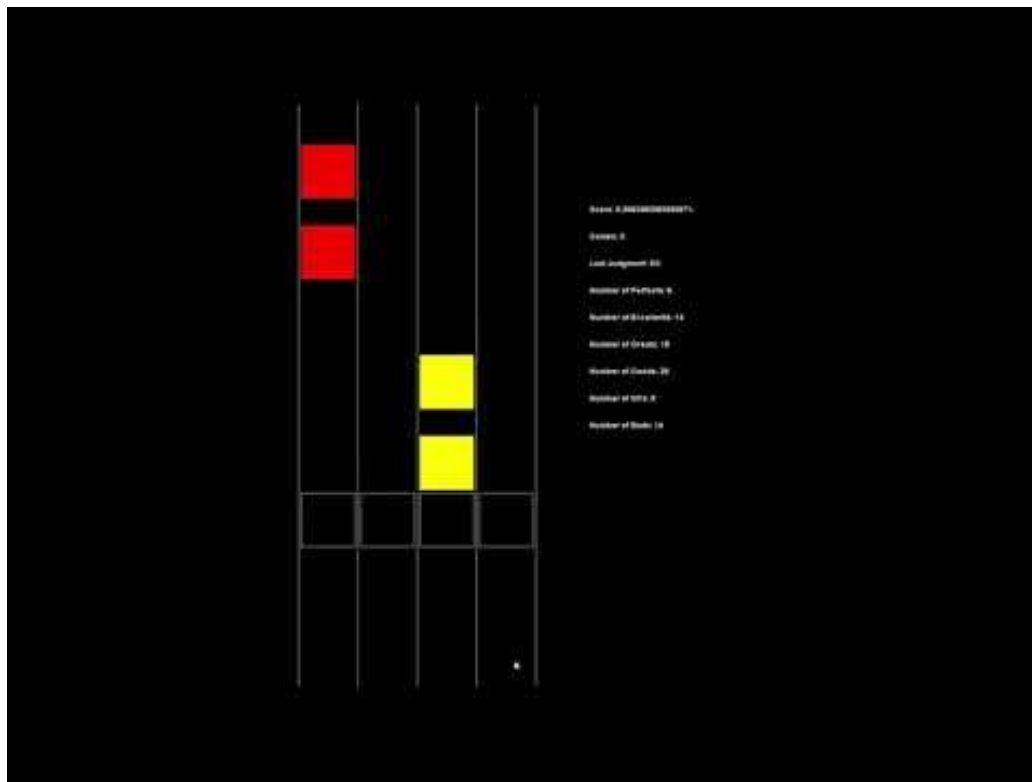
Key points:

- ❖ Big fundamental changes:
 - Updated class structure
 - We got rid of a whole class (BeatKeeper)
- ❖ Refactoring and integration of file folders
 - Assets (Images, sound file)
 - File reading (Note times)
 - File writing (High score writing)

In the second half of the semester, basically everything changed or had large additions.



Video Demo (thanks Roman!)

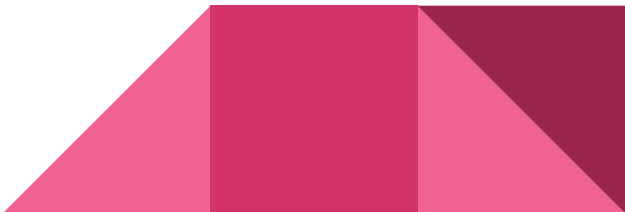


How To Install

> Use IntelliJ as your IDE if you don't have it already. It includes libraries for JUnit testing already prepackaged.

> Regarding dependencies and settings for setting up the project:

- > - Open IntelliJ and select File > New > Project...
- > - Click "Maven"
- > - At the top, there is a pulldown menu called Project SDK
 - > - Click the pulldown menu and click "Download JDK"
 - > - Make sure "Vendor" is "Oracle OpenJDK" and "Version" is Java "12"
 - > - Click "Download"
 - > - Click the pulldown menu again and click "Add JDK"
 - > - Navigate to the Java 12 JDK and click "OK"
- > - Click "Next"
- > - Name the project whatever you want
- > - Click "Artifact Coordinates"
- > - In the "Groupid" field type: org.junit.jupiter:junit-jupiter
- > - Click "Finish"



How To Install Cont.

Some dependency stuff:

- JLayer (library for sound. Declare "lib" as the library folder and place the JLayer .jar in the folder.)
- Assets folder (download and place in your src/main folder)

