The audio system uses an IEnumerator and a WWW method, which returns the file and plays it in a void method that can repeat. The notes spawn using a Random integer, with their destrcution being caused by the arduino activating different objects on a 1000 delay. The game ends if the Notes bypass the player 10 times.

The Exeter Energetic (&) Tubular Rhythm game is a rhythm game where the Main goal is the player gets to create their own level, with it's own note tempo, layout and even song, before being able to play it with the controller. As part of my contract (contract 1 - Alternative Game Controller), it Uses Four Buttons for inputs: Left, Right, Up and Down. This Game I do not expect to accomplish anything but being fun and simple.

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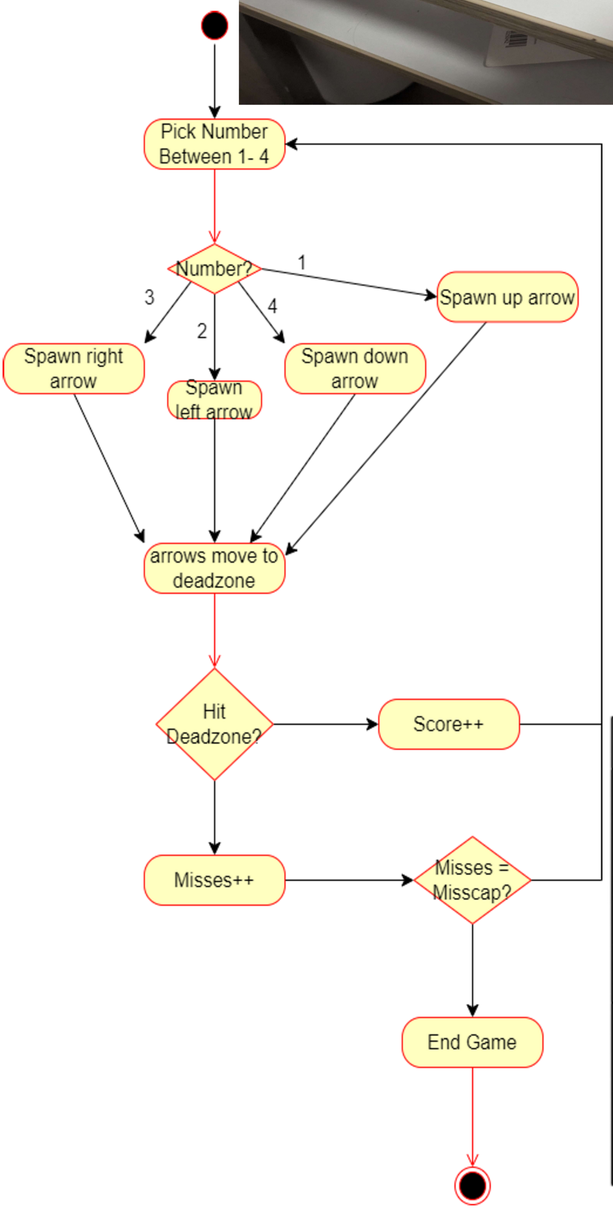
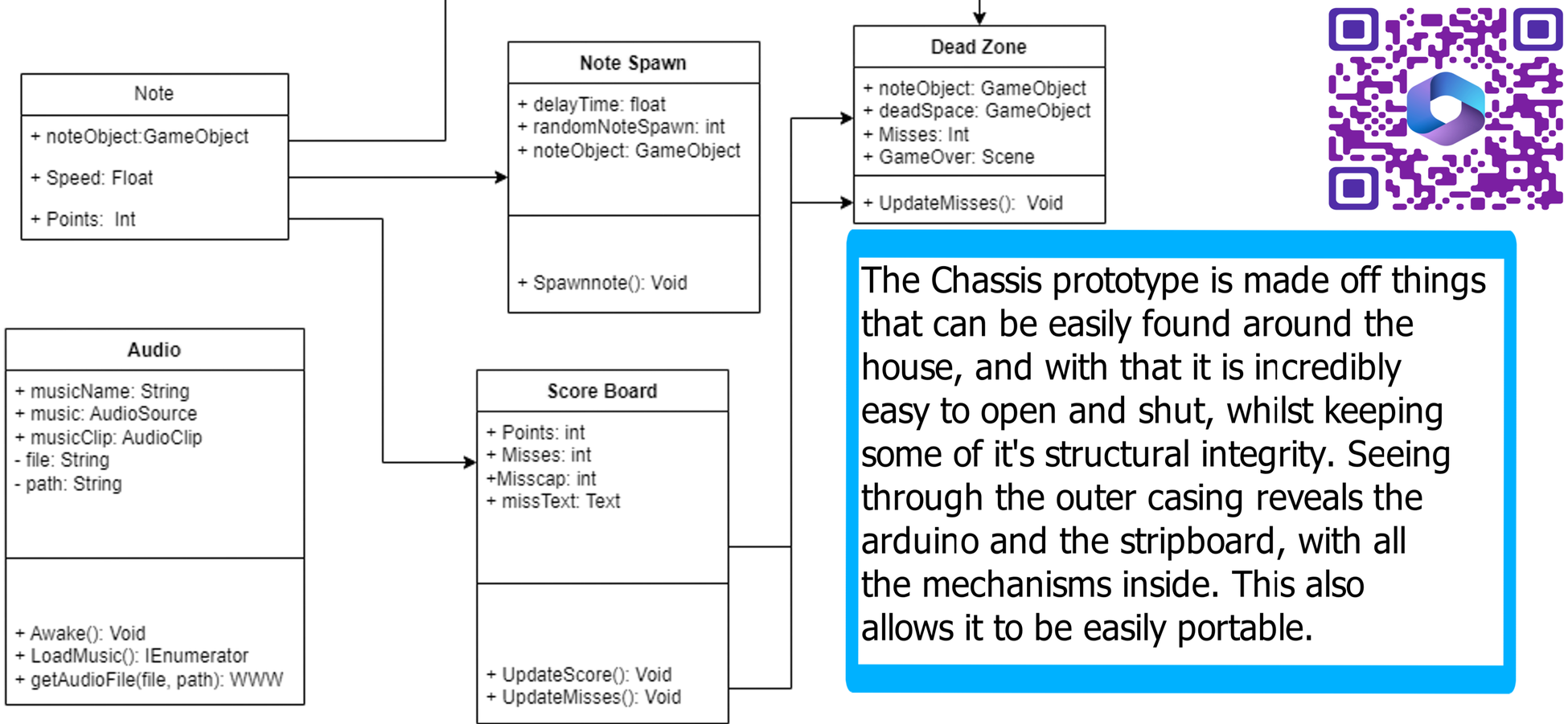


Components List

- Arduino allows the Deliverance of Data between the controller and the game
- Buttons are for input and Sends signals to digital pins on the arduino
- Chassis consists of 3d printing, Cardboard, Toothpicks and Tupperware as it's cheap and affordable



The Chassis prototype is made off things that can be easily found around the house, and with that it is incredibly easy to open and shut, whilst keeping some of it's structural integrity. Seeing through the outer casing reveals the arduino and the stripboard, with all the mechanisms inside. This also allows it to be easily portable.