Eighth Meeting Questions

State of Project:

Leaning towards doing scoring using a Multiplier that gets reduced/reset when the player gets hit. Better for the experiment so they can see the game, Official Scoring system is VERY convoluted. This helps keep the game consistent since someone could put a very high BPM song in and not be able to dodge everything.

For ease, thinking of having participants run the audio analysis application and take the txt files from there for use within the game. Hence, I have implemented a method of reading txt files into Unity.

Will need to re-write the code for saying when a beat should happen and then re-write the firing code in the game to use a cooldown between shots instead of a fire rate. A certain number of beats per shot, or shots per beat

10 Boss Spellcards. 1 set of normal enemies. What on earth should I do for the chorus

Gannt Chart… Got 1.5 weeks more than currently planned. But I want to treat this like extra wiggle room and stick with current plan