Ninth Meeting Notes

On the fly semi beats? Calculate them as I go so I don’t need to store them. “look at the when the next beat is and find the halfpoint” store that time and after it passes recalculate for the following beat.

Double multiplier during chorus? Have set bosses for chorus. Handpick bosses for the chorus to make it more impactful, change the background during the chorus? And have gameplay change during the chorus such as double points?

Retro fitting a game section in dissertation. Design, enemies and bosses, how to adapt to music. Have a section that talks about the decisions that are needed to be made when retrofitting another game in to work with music, such as how the enemies spawn, how fast they shoot, do the bullets cover the screen? Does it make impossible levels and how the game could be split up into different sections for different parts of a game. And what could be synced up with music?