Project-ROFT RoadMap

I’ll transfer all my thoughts from this word document to an actual project-management tool! For now, that tool will be Trello, since it is very popular amongst those solo game-devs.

**[What’s Implemented Currently (DONE?)]**

* Note-Spawning
* Key-Layouts
* A Music Manager
* Stress Meter
* Combos
* Score
* Accuracy System (in which accounts for…)
  + Approach Speed
  + Accuracy Harshness
  + Total Number of Notes
  + Stress Build
  + Number of Keys on Layout
* A retry button
* Status of…
  + Accuracy
  + Percentage of Accuracy
  + Percent of Max Combo
  + Mainly percentages
* Effects (at least a good amount)

**[What’s our course of action?]**

This needs to be 100% done before I release this to itch.io!

* With status, we need to create a “bare-bones” result screen. Despite being bare-bones, it must include:
  + The song they just did, providing the song name, the artist name, and the difficulty…
  + The number of Perfects, Greats, Goods, Oks, and Misses that the player has and their percentage…
  + The total score that the player achieved…
  + The max combo that the player achieved…
  + The grade that they received using the calculated accuracy already implemented.
    - Grade S) Higher than or equal to 95% perfect
    - Grade A) Higher than or equal to 90% perfect
    - Grade B) Higher than or equal to 80% perfect
    - Grade C) Higher than or equal to 70% perfect
    - Grade D) Lower than 70% perfect
  + The FC Status (if there was no misses)
    - FC – Full Combo
    - APFC – All Perfect Full Combo (as the name suggests)
* We need to have a retry screen when our stress is at max. It must include…
  + An option to play again…
  + An option to return to title screen
* We need a transition system in order to go to the next song
  + Potentially, there will be a Playlist Mechanic
* And… If possible… Add the HOLDING type… we don’t want it strictly taps…

**[ROADMAP]**

Essentially, we would have a fully loop-able, playable Rhythm game. Based on that step, we’ll list down (in order) of what the next build features will be for the game.

\**Features are subject to not being implemented.*

* Basic song selection menu. Features will include…
  + Song Description (Song Name, Artist, BPM, Cover Art)
  + Star Rating (indicates Initial Difficulty)
  + Back and Enter Button
    - Enter will let to an overlay of 3 available difficulties. It’ll also change from “Enter” to “Play”, which leads you into gameplay!
* Playlist mechanic
  + You can go through all your songs and add them to a playlist.
  + Once the playlist is completed, you can do 1 full run of all songs in that playlist.
* Directional Types. Those will include…
  + Short Bursts, which do not connect to another key
  + Long Bursts/Trail Burst, which connect to another key, but has an overall vector that’ll most likely be diagonal. These can be confusing if you don’t pay to the color of the trail. One color will depend on what key to press when diagonal.
  + Trails, which will never be diagonal, and will connect to 1 or more keys in the playing field
* Open Key Types
  + Open Key Types are usually pressed by “1” or “2” on the keypad
  + For Explicit Open Taps, you can press these keys as much as you want
  + With one hit on a normal type, you have 4 Implicit Open Taps (which while remain a normal type, but during a long chain, you can tap either “1” or “2” 4 times before lifetime expires).
  + Open Taps alone can be pretty complex, and it takes practice, but it’ll make over-ridiculous songs more doable if using this sort of “hidden mechanic” well.
  + Open Directional is most likely to appear while simultaneously tapping. Get used to using these, and you’re able to type keys, and initialize a trail (while using the keys to direct the direction of travel) at the same time. This too is a complicated mechanic.
* Dancers
  + You can have cute dancers to the game, and they’ll go with the rhythm to whatever song you play!
* Beatmap Creation\*
  + User’s will be able to create beatmaps of songs they like using an in-game tool.
* Customization\*
  + User will be able to fully-customize the game with their own assets, change what the key layout’s look like, as well as the whole aesthetic of the game.