

# RHYTHM POWER

**Using Python**

## Game Concept

# RHTHM POWER



- The bar would come down following the music
- press the keyboard when bars come down



## Design Concept

# RHTHM POWER

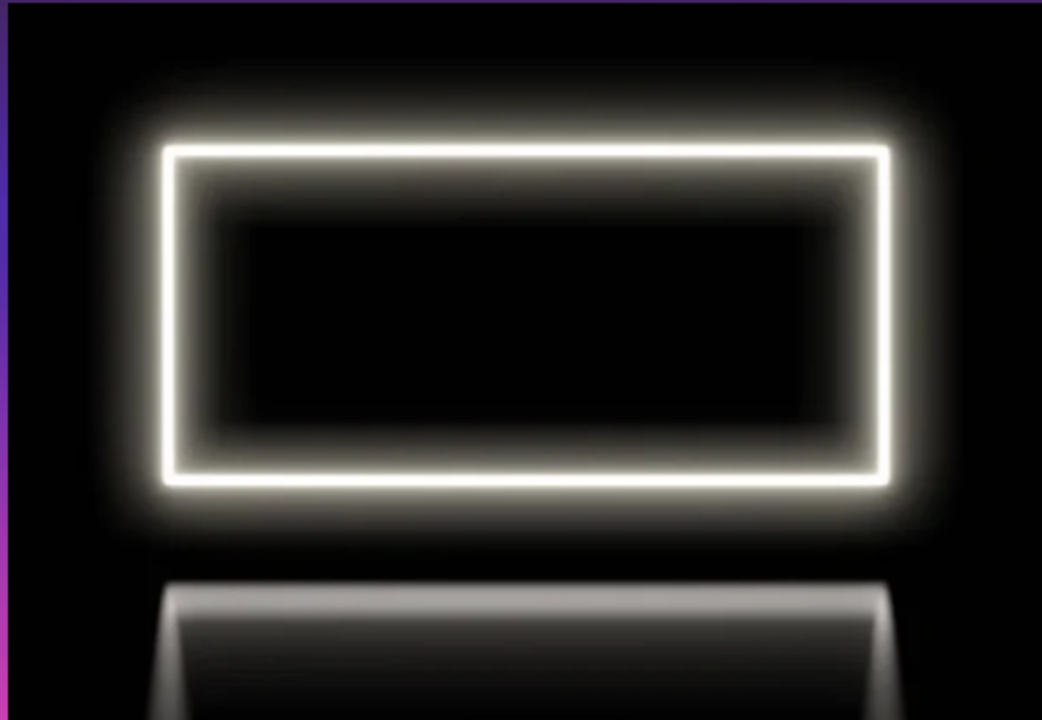


- Inspired by the transparent keyboard I bought recently
- Color of the button would change when the User press the button at the right timing

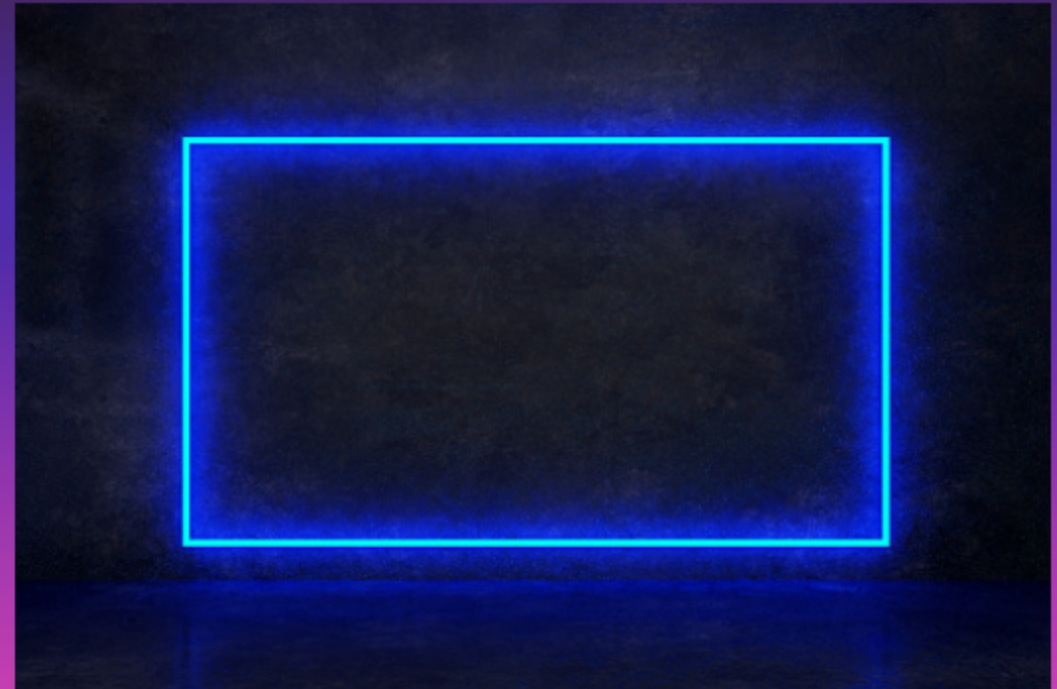
## Design Concept

# RHTHM POWER

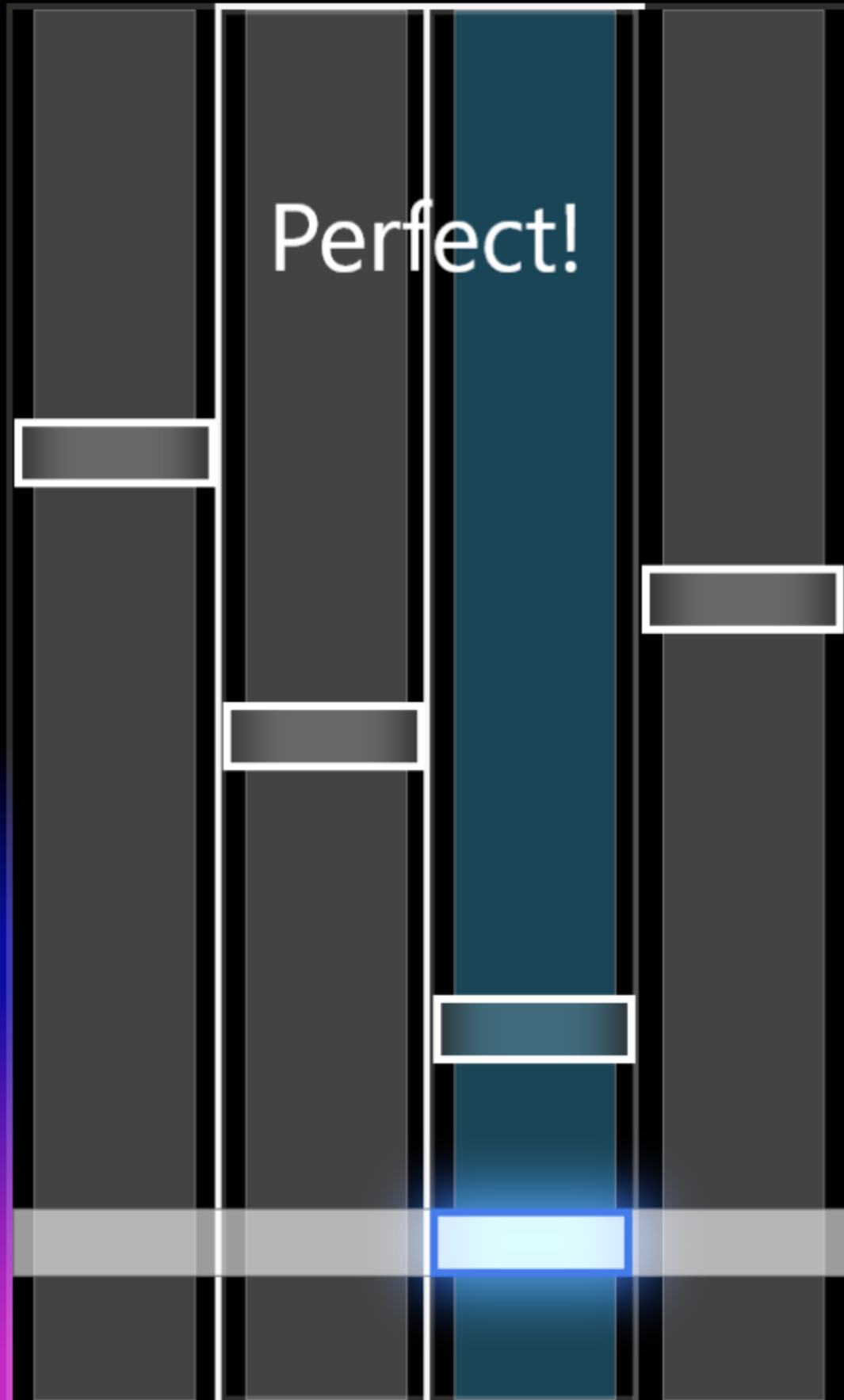
Key Shape if Button is  
not Pressed



Key Shape if Button is  
Pressed



## Design Concept



- Prototypes created using Adobe xd
- All buttons will be manufactured using xd

## Mechanism

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- If you press it at the right time, you'll get 2 points as perfect
- If you're a little late, you'll get 1 point as good
- If you miss it, you get 0

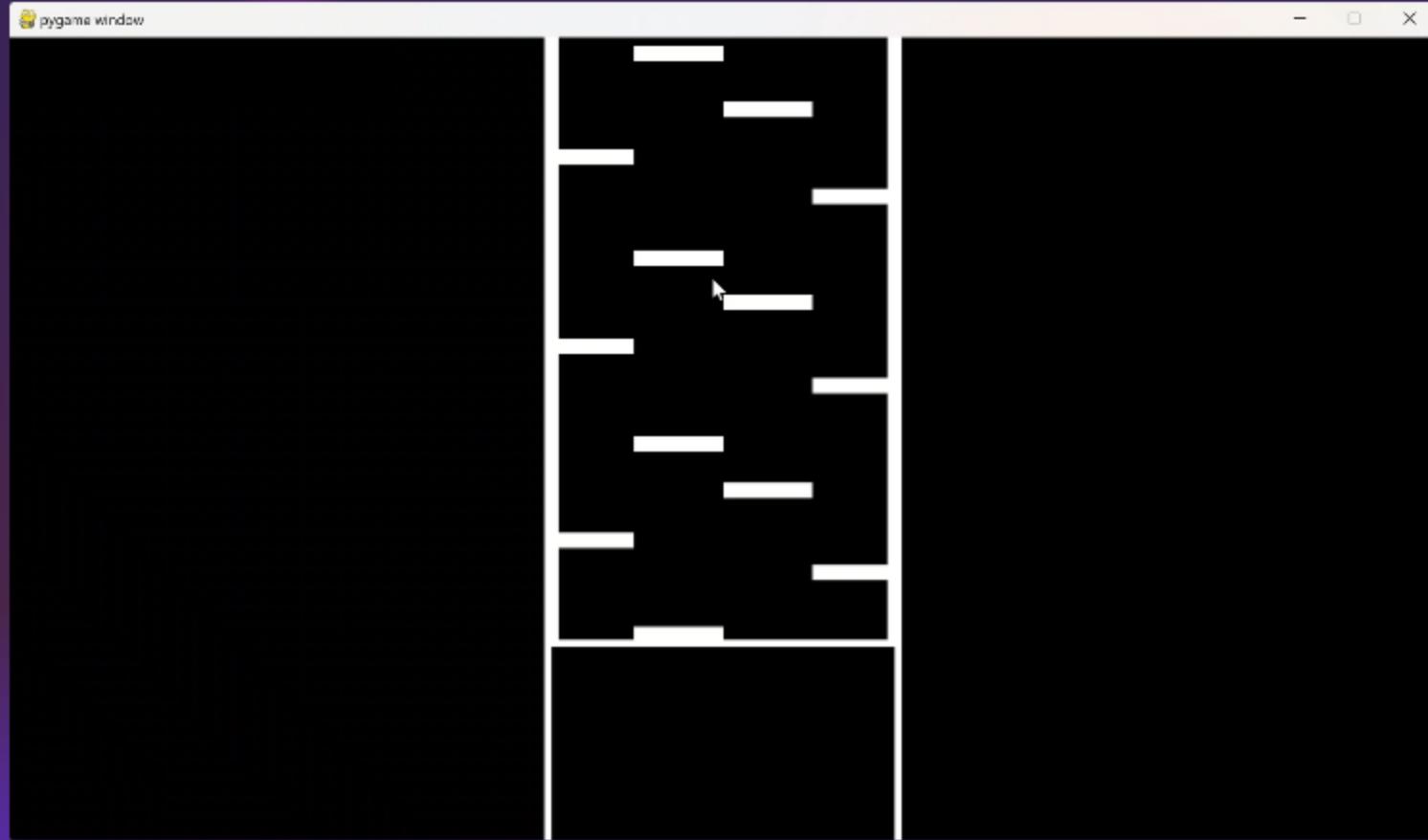
Using Pygame module



**TIME.TICK()**



# Mechanism



Baseline model

```
if event.type == pygame.KEYDOWN:
    if event.key == pygame.K_d:
        keyset[0] = 1
        sum_note(1)
```

```
for tile_data in t1:
    tile_data[0] = (height/12) * 9 + (Time - tile_data[1]) * 350 * speed * (height / 900)
    pygame.draw.rect(screen, (255,255,255),(width/2 - width/8, tile_data[0] - height/100, width/16, height / 50))
    if tile_data[0] > height - (height/9):
        t1.remove(tile_data)
```

Key가 눌러지면 리스트에 담긴 element가 사라짐