

Saturday Morning Grooving

Saturday Morning Grooving a 3D/VR game involving audio-reactive visual stimulation to provide a de-stressing experience for stressed industry professionals. This is an interactive music visualization game which uses a variety of inputs such as traditional computer inputs (keyboard, mouse), game controllers, or virtual reality controls (motion controllers) and soothing music and visuals to calm individuals and invoke a sense of relaxation through experiential immersion. The gameplay is simple to learn for everyone to maximize interactivity while minimizing stress. It uses a combination of both psychedelic and music therapy to achieve our project goal and offer a simple game that will help others to improve their mental state.

Requirements

- OpenVR implementation running in the background (usually SteamVR running via Steam)

Instructions

- Download the executable for your platform (Windows and Linux are currently supported)
 - Windows: https://github.com/KevinHa48/scrum.jar/releases/download/s4/saturdaymorninggrooving_windows.zip
 - Linux: https://github.com/KevinHa48/scrum.jar/releases/download/s4/saturdaymorninggrooving_linux.zip
- Extract the zip archive
- Run the executable (named `saturdaymorninggrooving`)
- Enter your name
- Press **Play** or **Destress** if you want to play without shooting any blocks.
- Click **Browse** to add a song to play.
- If you have already added songs, click **Uploaded** and select a song from there.
- Press **Confirm** when you know what you want to play.
- Once your music starts playing, aim your cursor at the falling boxes and press the left mouse button or right trigger on a controller to hit the box.
- For each box you successfully hit, you will receive points based on how close the box is to the ground when it falls
 - The higher the box, the greater the points.
- During the length of your song, try to maximize the amount of boxes you can hit.
- After the song you can view your score and your accuracy score and return to the main menu.

Setting Up Development Environment

- Install latest stable version of the Godot game engine (<https://godotengine.org/download>)
- Clone this project (`git clone https://github.com/KevinHa48/scrum.jar`)
- Import this project's root directory into Godot
- Open the scene you wish you develop or test for (currently music visualizer and spatial vr test)
- Run the scene at the top right of the Godot UI.

Testing

Testing is currently implemented using the Built Godot Project GitHub Action to attempt to build the project and create packaged binaries for use by `scrum.jar` developers and its end users, implementing continuous integration and continuous development to ensure each commit allows the continued operation of the project. The status of various features of the game are also tracked in `test.py` which is used by developers and testers to determine if the working prototype of the game is functioning as determined.

Team Members

- Kevin Ha (Scrum Master)
- Jackson Perry
- Tyler Kaminski
- Jacob Gerega
- Yakov Kazinets

- William Kastell
- Matthew Oyales