

- Project Topic Proposal -

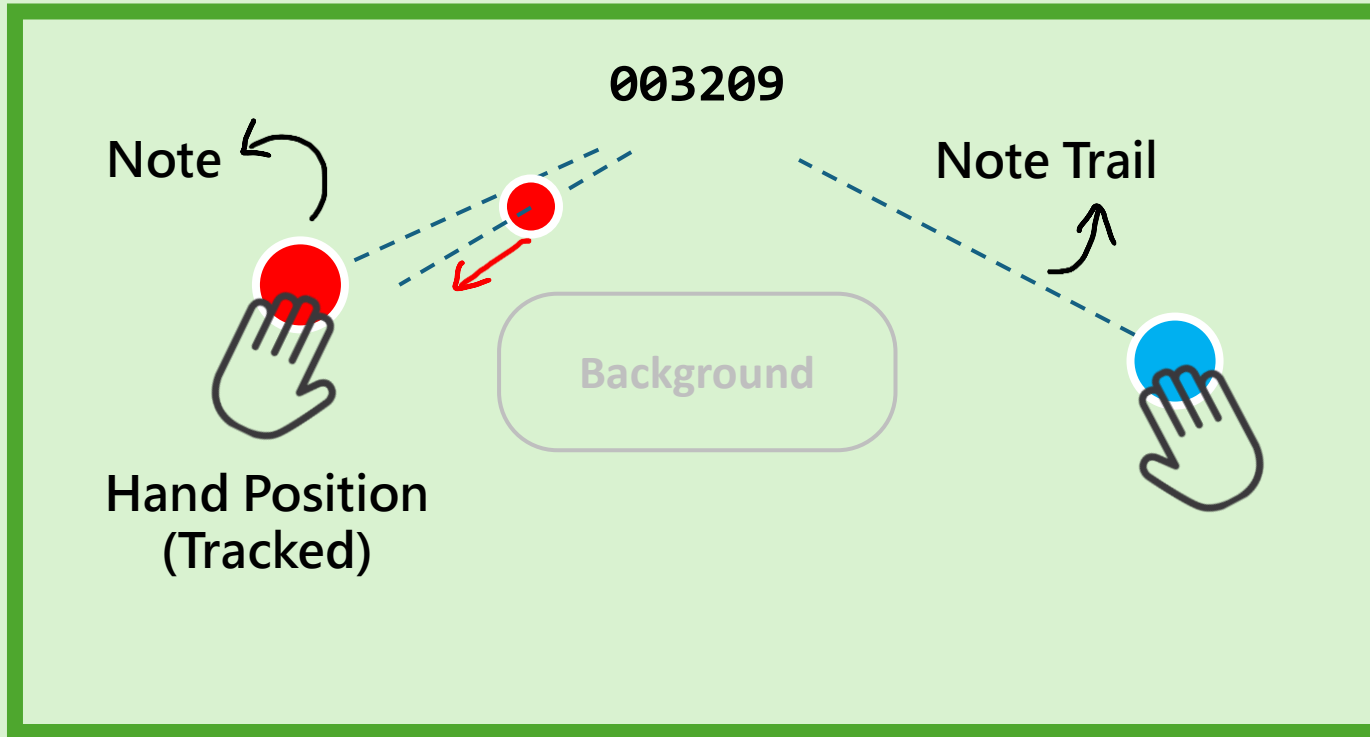
Rhythm Game with Hand Tracker

// Introduction – Rhythm Game //

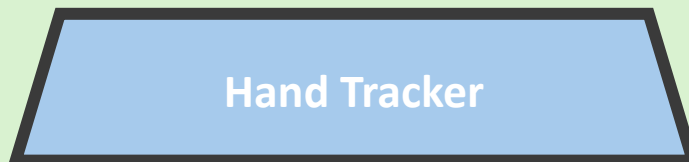
- A **music-based** game
- Player needs to hit the **note** that syncs with the music
- The input device can be anything (e.g., phone screen, keyboard, VR controller)



// Game Design - Gameplay //



Screen

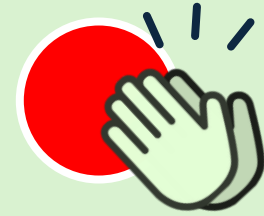


- Notes will move towards the player
- Using various hand gestures to hit the notes

// Game Design – Note Type //

1) CLAP

- Clap hands when note arrives



2) FLICK

- Flick the note to the pointed direction



3) TRACK

- Keep the hand at the note's position
- May need to control the hand's rotation as well



// Other Features //

1) Menu Screen

- Using hand gestures to select levels, change settings, etc..

2) VR

- Notes can come from **any directions**, making the game more challenging

3) Multiplayer

- Compete with other players and go for the highest score

// Challenges //

- Since rhythm game is **precision-based**, the accuracy and the delay of the tracker may affect the playing experience
- To make the game more enjoyable, charting (i.e., where and when to hit the notes) is usually designed **manually** in most rhythm games, which is more complicated to do in 3D