- CS Project Updates -

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// Selling Point – Gameplay //

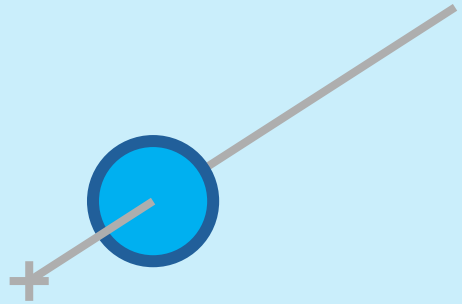
- **Use the features of the hand tracker while being simple**
  - Modify the TRACK note -> Player needs to control the rotation as well
- **Add other note variants**
  - TAP -> Tap the note
  - AVOID -> Cannot touch the note
  - RANDOM -> Randomize the location of the note in every play

// Selling Point – AI Charting //

- The chart of a song is manually designed and playtested traditionally
  - This is to ensure that the level is enjoyable and more “human”
- We might be able to use machine learning to mimic that
  - For melody/drumbeat finding, FFT could be used
  - For actual charting requires a dataset

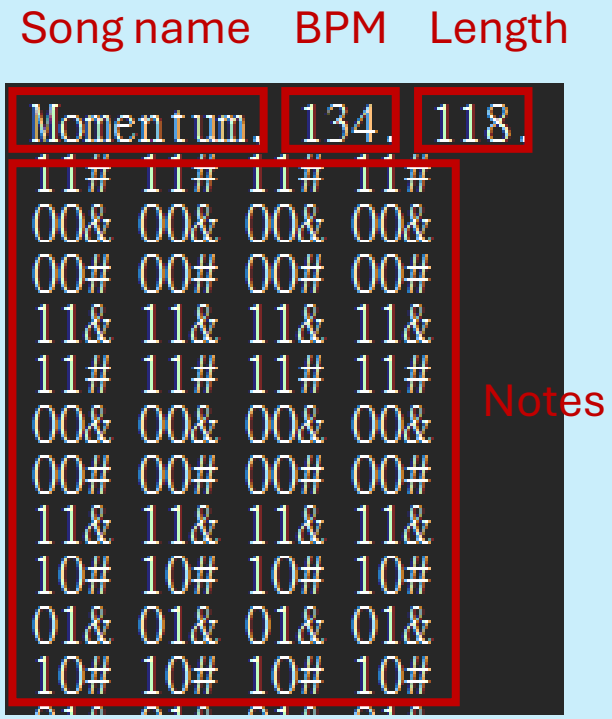
// Judgeline Visibility //

- The player is difficult to know when to hit the note without a clear indication (i.e., judgeline)
- Make the notes follow a visible path, then the player should hit them when they reaches the end of the path
- Could also make charting easier



// Chart Format //

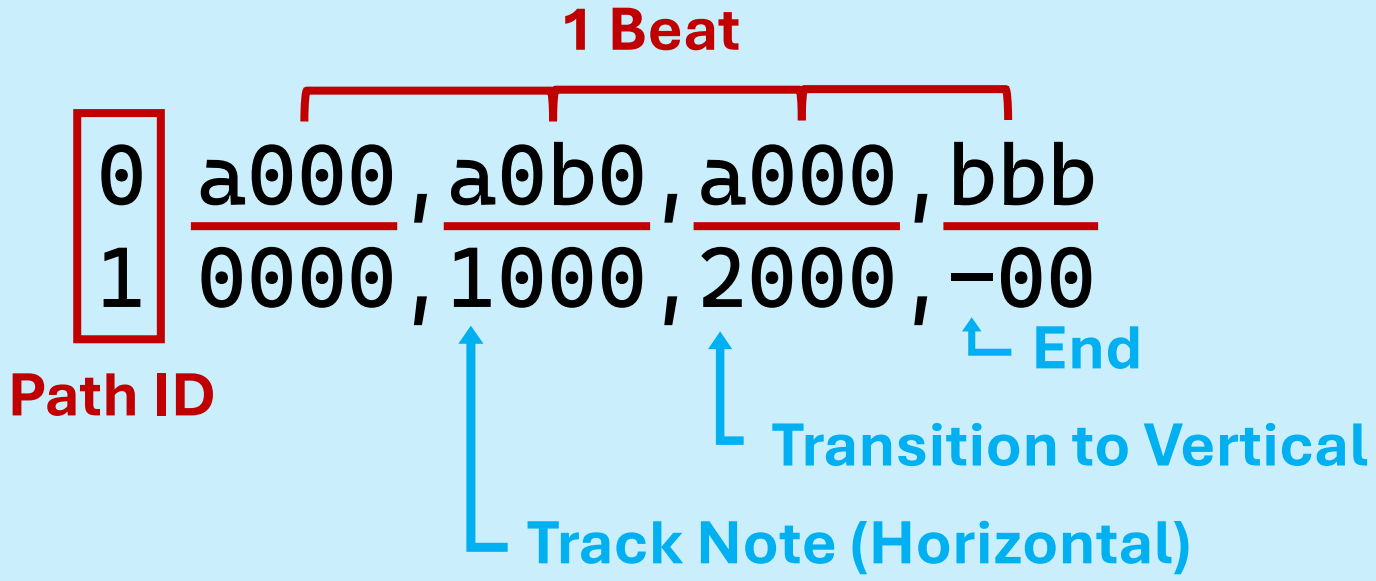
- A file contains basic song information, difficulty, and the chart itself



One of the chart I designed for the final project of a previous course (2 Lanes)

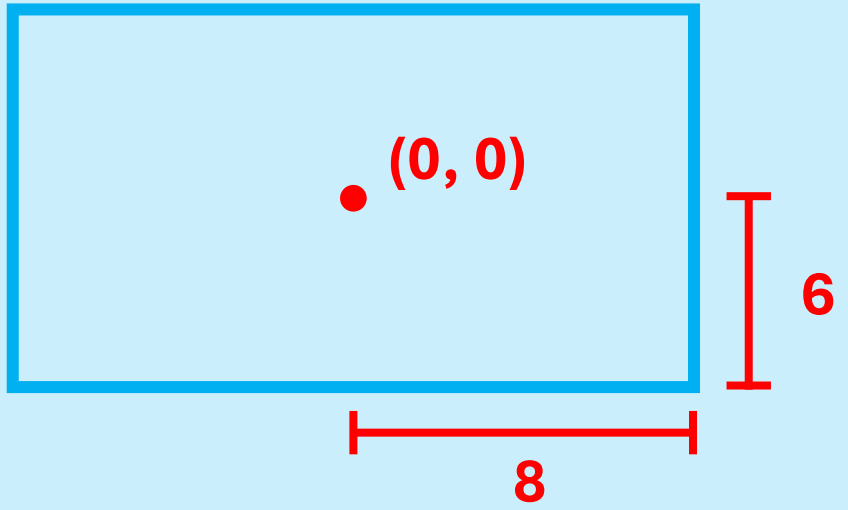
// Chart Format //

- Note Patterns
  - Assign notes to different Path IDs
  - Using comma (‘,’) to separate beats



// Chart Format //

- Paths
  - Control the position of the notes

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0=(-3,-2)  a000,a0b0,a000,bbb
1= (3,-2)  0000,1000,2000,-00
```

Path Position