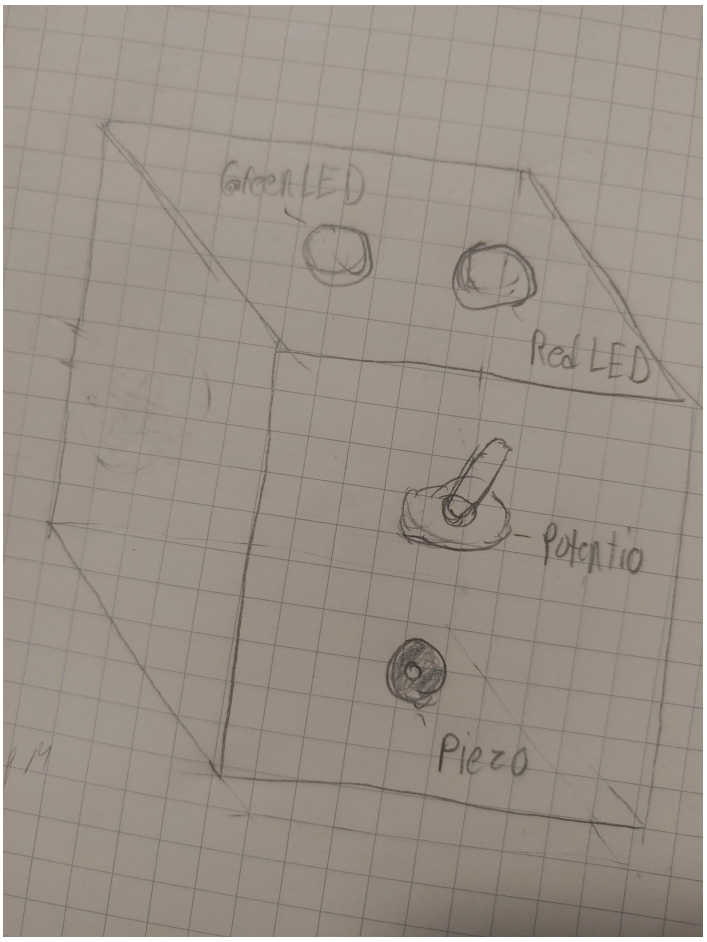

Tap Tap Revamped

For my final project, I will be updating the minigame from my midterm. The goal of the game is to click circles that appear randomly on the screen as quickly as possible. I will be adding a little “settings” box on the side that lets the player actively change the difficulty setting of the game and lets them see how they are doing.

The settings box is a cube with 2 LEDs(Green, Red), a potentiometer, and a piezo. The LEDs stick out the top of the cube. If the player successfully clicks a circle, the green LED brightens slightly and if they miss, the red one does. By turning the potentiometer, the player is able to speed up or slow down the tempo at which the circles spawn and disappear.

Materials: Resistors, LED Lights, Potentiometer, Piezo, Jumper Wires, Arduino, Processing

I already have the basic coding for Tap Tap made. It is, in every sense of the word, basic so only the point system and circles appearing in random places is functional right now. I’m decent and creating setups with my arduino kit and learned earlier how to connect arduino and Processing. I do need to practice creating user interfaces more so that the game on the screen does not look too boring.

Tasks
This Week- Copy the Tap Tap game to its own Processing file and edit it so that the difficulty can be adjusted dynamically.

Next Week- Create arduino setup on a breadboard and see if it works properly. If done in a timely fashion, start creating the settings bot.

Otherwise do this the following week