Keyboard Hero! By Nicholas Smith

The purpose of the game Keyboard Hero is that there will be 5 falling notes. There are Green, Red, Yellow, Blue, and orange notes. All of the notes have corresponding letters, so that when they are in the “hit area” you must press the corresponding letter on the keyboard. You must survive for 3 minutes. But, if you miss 10 notes you will lose the game and your score will stay as is.

For the scoring system, you will be awarded 50 point each time you successfully hit a note. Each time that you miss a note, you will have 20 points deducted from your score. You must reach a minimum score of 4000 to reach the High score charts.  
  
For a strategy, the notes repeat in the same way in the song unless you miss a note or play it late. If you can see this loop, you can plan your notes and be able to know what note will come next!  
  
I got this idea from the famous game “Guitar Hero”. Unfortunately, I did not have a guitar to work with so I used a keyboard instead.

Some of the short comings is that the notes are very repetitive and are easily predictable. I wasn’t able to make a random integer for the timers, because I needed them to start and then keep going so I couldn’t have them randomly start and stop.

One of my ideas for the future is to be able to have the notes be in sync with the music! This will take a lot more planning and coding, but I think I will be able to do it in the future.