

assignment 4 process work

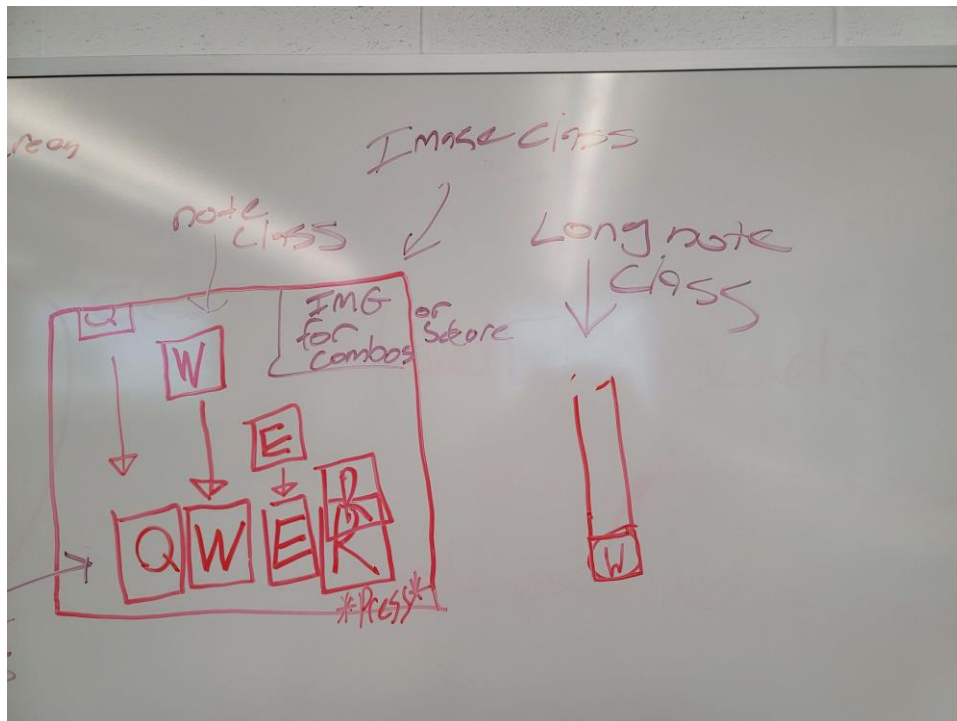
The part I worked on for our game was the images, i worked on having the images saying, " good job" "ok" and " bad" appear in the left-hand corner depending on where you click the notes.

problems I faced with this challenge was setting up GitHub AND COMMITTING, but I watched the videos you posted and asked group members.

what it is I had to make:

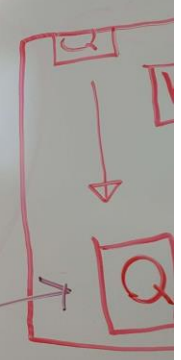
- a class
- a constructor
- find or make 3 images
- 3 image variables
- 3 texture 2ds
- 3 functions

IN CLASS WORK



Rhythm GAME #2

- Squares drop from the top of the screen
- Each key has text of "Q, W, E, R"
- At bottom of squares hitboxes/bottoms with text in boxes "Q, W, E, R"
- When the dropping ~~key~~ square hits the hitbox at the bottom play a note.
- If player hits note correctly play sound.
- If player doesn't hit note play bad sound.
- If note hits bottom of hitbox



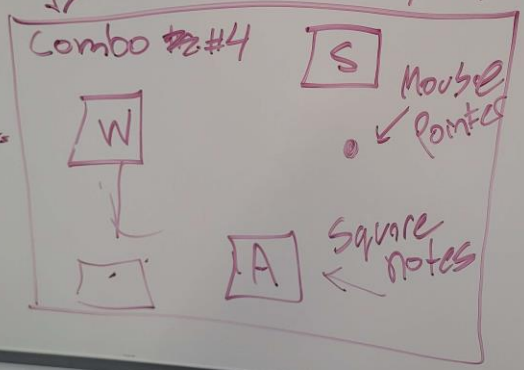
Rhythm GAME

track notes pressed

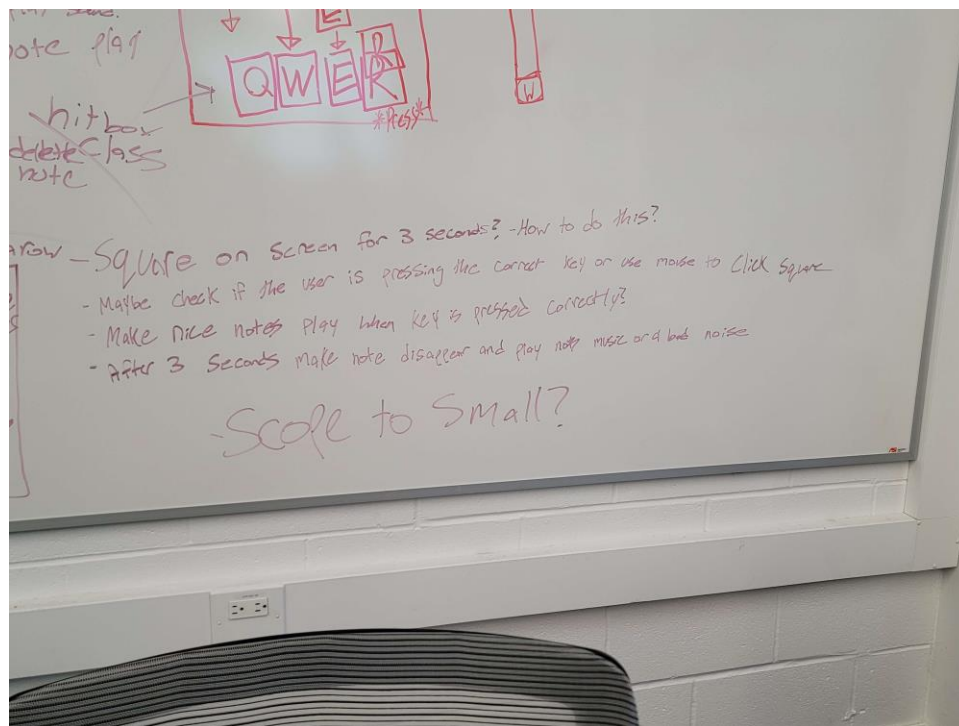
Rhythm GAME

track notes pressed correctly in a row

To include images have borders pick at random?



- Square
- Maybe check
- Make nice
- After 3 s



AT HOME SKETCHES

Plan
for the
Images

