

**Game:** Restoration of Sound

**Lab Section:** 2

**Team Members:**

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## **Alpha Build README**

Executables located at `/src/edu/virginia/alpha/`

Files in `/alpha`:

- TempleOfTime.java (Full Level)
- TwinkleTwinkle (Tutorial)
- NotesFreeFall.java (Alternative Level)
- NotesCollection.java (Proof of Bad Notes)

### **CONTROLS:**

- Left and Right arrows keys to move
- Up arrow key to jump
- Q and E to rotate hookshot
- Spacebar to launch hookshot

Note that some platforms can only be reached by launching the hookshot in midair or while jumping. Try it out!

### **ALPHA GOALS:**

*Rising mechanic*

**COMPLETE:** See TempleOfTime.java and TwinkleTwinkle.java

*One level completed*

**COMPLETE:** See TempleOfTime.java

*>=2 more uncompleted levels started*

**COMPLETE:** See TwinkleTwinkle.java and NotesFreeFall.java

*Lose case (Win case as well)*

**COMPLETE:** Win if five notes collected, lose if fall to bottom of screen in TempleOfTime.java and TwinkleTwinkle.java

*Bad music notes alpha*

**COMPLETE:** Collect any black notes in NotesCollection.java to play a bad sound effect