The best rythm game of all times

**(just another rhythm game)**

Lets see how long I stay motivated…… If I even get to what I intended, pushing your hand, grabbing & throwing bars, pushing blocks away, getting pushed by blocks.

* Hand tracking (import the SteamVR thingy)
* Apply hands (therefore, you must import fucking VRMs, big oof. Or don’t you?)
* Load songs and maps from file (its extremely annoying, I know, but doing this later is shit as well)

And then the “fun” begins and you may spend years exactly designing your interactions.

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Very first run of my circles was … kinda successful!

* ~~The circles are only a bit too big~~
* The ring could be way smaller
* ~~The circles could be more transparent~~
* ~~3D. Make the circle before or behind or so.~~
* ~~Move the circles .5m along z~~
* ~~The lyrics are too big and face literally the wrong side~~
* ~~Even if its annoying, I need to continue the level!~~
* ~~The filling of the circles is too late / short?~~
* ~~Fade out animation!~~
* I need map control. A button interface or so to stop and start again. The drivers are newly generated (and old stuff deleted),
* As a next step, maybe I could make 2 brackets zooming in instead