

# **Progress Report**

## **- Increment 2 -**

### **Group #14**

#### **1) Team Members**

##### **(Name, FSU ID, Github ID)**

Joseph Schmitt, jcs20fh, JoeSchmitt-2

Tyler Starling, jts20cz, Tetherly

Nathan Zhao, nyz18, nyz18

Talal Mahmoudi, tkm16c, Talal-mahmoudi

Sergio Pantoja, sp19p, sergiopan19

#### **2) Project Title and Description**

**Keyboard Racer** – Game with multiple modes where the user needs to match the timing of falling indicators to keyboard input to score with Piano themed layout. There will be a base mode similar to guitar hero or piano tiles.

#### **3) Accomplishments and overall project status during this increment**

Implemented the note spawning as well finishing the highlight function. Started the menu implementation and the scoring portion of the game.

#### **4) Challenges, changes in the plan and scope of the project and things that went wrong during this increment**

Getting the scoring and missed note portion of the game to correctly measure the keynote collision has been challenging and will be the main hurdle for the last iteration.

#### **5) Team Member Contribution for this increment**

- a) Joseph Schmitt: Sharp highlight, progress report, starting scoring
- b) Tyler Starling: Spawners, Github management, scoring implementation
- c) Nathan Zhao: Menu implementation, scoring implementation
- d) Talal Mahmoudi: Scoring implementation, Use-case diagram, high score feature
- e) Sergio Pantoja: Missed keynote function w/ sound, scoring implementation, group meeting oversight

#### **6) Plans for the next increment**

Finish the base version of the game. Collision detection needs to be further incremented upon. Both the music notes and piano keys will need to perform a collision check to determine the accuracy of the keyboard key press. The main menu functionality still needs to be polished and the music notes should play an error noise upon an incorrect keyboard press.

#### **7) Link to video**

<https://youtu.be/csVvvzIgIaY>