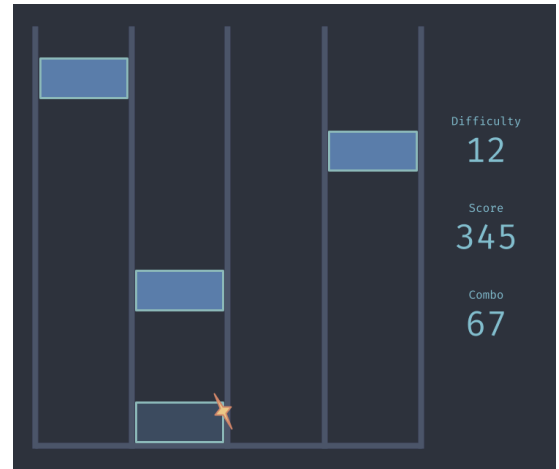


PROJECT PROPOSAL

SPECIFICATION

I will make a four key rhythm game. This consists of notes that appear at the top of the screen, travel downwards, and vanish when hit. The core features are counters for combo and score, and synchronized music.

With additional time, I'd like to include audio and visual special effects like sparkles/confetti, quit/pause/resume buttons, a storage format for charts, varying difficulty levels, adjustable note speed, hold notes, and an auto-charter that attempts to convert the pitch and volume of a song to notes. I don't intend to implement all these enhancements, but some are easier^[1] than others and I hope to have at least one to make it interesting. A flourish, so to speak.



How I imagine the game will look

REQUIREMENTS AND ORIGINALITY

This game falls into the "other game" category. There will not be physics, but there will be sound, scoring, and some enhancement mentioned above that counts as a non-trivial idea.

The concept of a four key rhythm game is not original. There exist commercial rhythm games (e.g., [Arcaea](#)) that use four keys as a base. One might nonetheless find mine valuable for its absolute minimalism, flat visuals, and auto charter (if I get around to making it), which are not present in any rhythm game I know of.

SUBMISSION

I am working by myself and will present in Lab 22, which is the lab I normally attend.

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1. Getting valuable information directly from an audio file is hard. I'll probably work on the easier tasks like special effects first. But metadata might be a good start—I use ffmpeg semi-regularly and it's not so hard to get the BPM of a song with that. ↩