ICS3U Platinum beats game journal-WilliamJi

Day1:
I made the basic JFrame, set size, location and some JFrame codes for the basic user interface. Use ImageIcon to import image for the background of the game. I made these images by use Photoshop, the size of the image should be exactly the same as the user interface. After I debugged and make sure nothing wrong, I imported the background music start with my program open. The music imports need a library called Javazoom, it can be downloaded from the internet.

Day2:
I made the buttons for start and exit by use JButton. Imported 2 images for basic button and a image for when button clicked, the image will change on button when player clicked it. I made the codes for game exit when player clicked on exit button. And when player clicked start button the background will change to a new background image and all buttons will be invisible but background music is still on. After it, I made the very top bar to my own image and added a little exit button. And I have checked all codes so nothing went wrong.

Day3 & 4:
I fixed the music part so when player clicked the start button the background music will stop, nothing wrong with the very top bar and exit button on it. I have added the new Image for left song select and right song select, and added all images for each different song. I made sure when player clicked left select button the image will change to another image for the song and clicked right select will change back to the original image of that song. Then, I made the music for each song, when left or right select button clicked, the original image and music both stop and change to a new image and new music will start as soon as select buttons clicked. I tried to make sure there are no bug left but there was still one, when I clicked select button the original song did not stop and the new song still start and when I clicked again it change to another song which is right, but the other 2 song was still going on, so it was like 3 songs you can hear.

Day5 & 6:
I fixed the bug happened in Day3, I made sure the original song will stop when I clicked select button and it change to a new song, you only can hear one song going each time you clicked the select button. I made my codes looks better and added difficults button "Easy" and "Hard". Once the player clicked any difficults button, all music will stop and start a fresh page with the song background image, all buttons in previous page is invisible. Player can exit the program by clicked the exit image button in the very top bar. I added a go back button so player can go back to previous page and may change to another song and difficults.

Day7:
I developed the user interface, button images and fixed some little bugs. I have added bars for notes drop and parallel bar so player can press it together or separately by press keys. When player press these bar it will change to the colour for bar pressed. I made images for notes and added to the bars(cannot move).

Day8 & 9:

I made notes can be drop down when the game music start, I used ScheduleExcutorService and ScheduledThreadpoolExecutor instead of use timer because notes drop is huge, timer don't have the accuracy for time delay. I made the bar at bottom shows the name of the song, score and difficults. For example, "Faded, 000000, Hard". When player press difficults for game start, it will show in the game screen automatically.

Day10:

I have checked for all bugs and I made sure all codes can run without any errors. I developed the some notes can be run with the music beats. I made sure the notes can be repeated so it won't be all the same. I changed some delays for button press and I changed the colour of the very top bar from pink to purple. At the end, I tested the game 5 times by myself and it ran perfectly.

Ideas and supports:

This is the first version of the game I made. In next version, I will add score system which detect the distance between notes and parallel bar to gives out different score each time. I will add words like "Miss, Good, Perfect" under the press bar. I will add a screen at the end of the game gives out different score levels. I have been use starkoverflow for help of my ScheduleExcutorService and ScheduleThreadpoolExcutor. I spent some time to make my codes clearly at the end.