UML

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| MainWindow |
| -ui:Ui::MainWindow  -Menu:menu\* |
| <<constructor>>+MainWindow(parent:Qwidget\*)  +keyPressEvent(k:QKeyEvent\*) |

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| menu |
| -ui:Ui::menu\*  -music1:Music\*  -require:Requirement\*  -type:int |
| <<constructor>>+menu(parent:Qwidget\*)  +keyPressEvent(K:QkeyEvent\*)  -on\_pushButton\_clicked()  -on\_pushButton\_2\_clicked() |

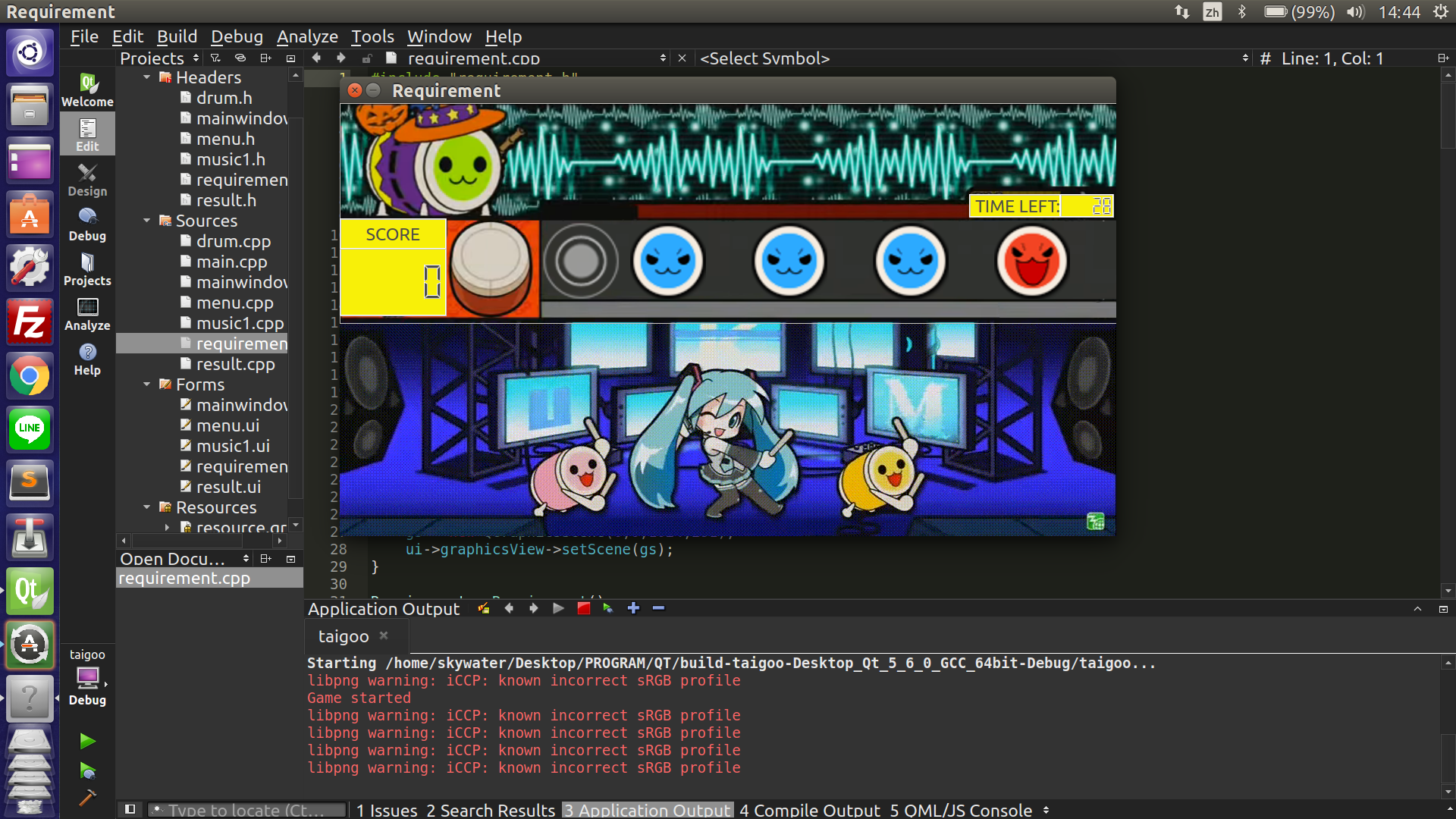
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| --- |
| drum |
| -drumType:int  -starting:int |
| <<constructor>>+drum(type:int, appearT:int)  +setStartTime(appearT:int):int  +getStartTime():int  +setDrum()  +getDrum():int  +move() |

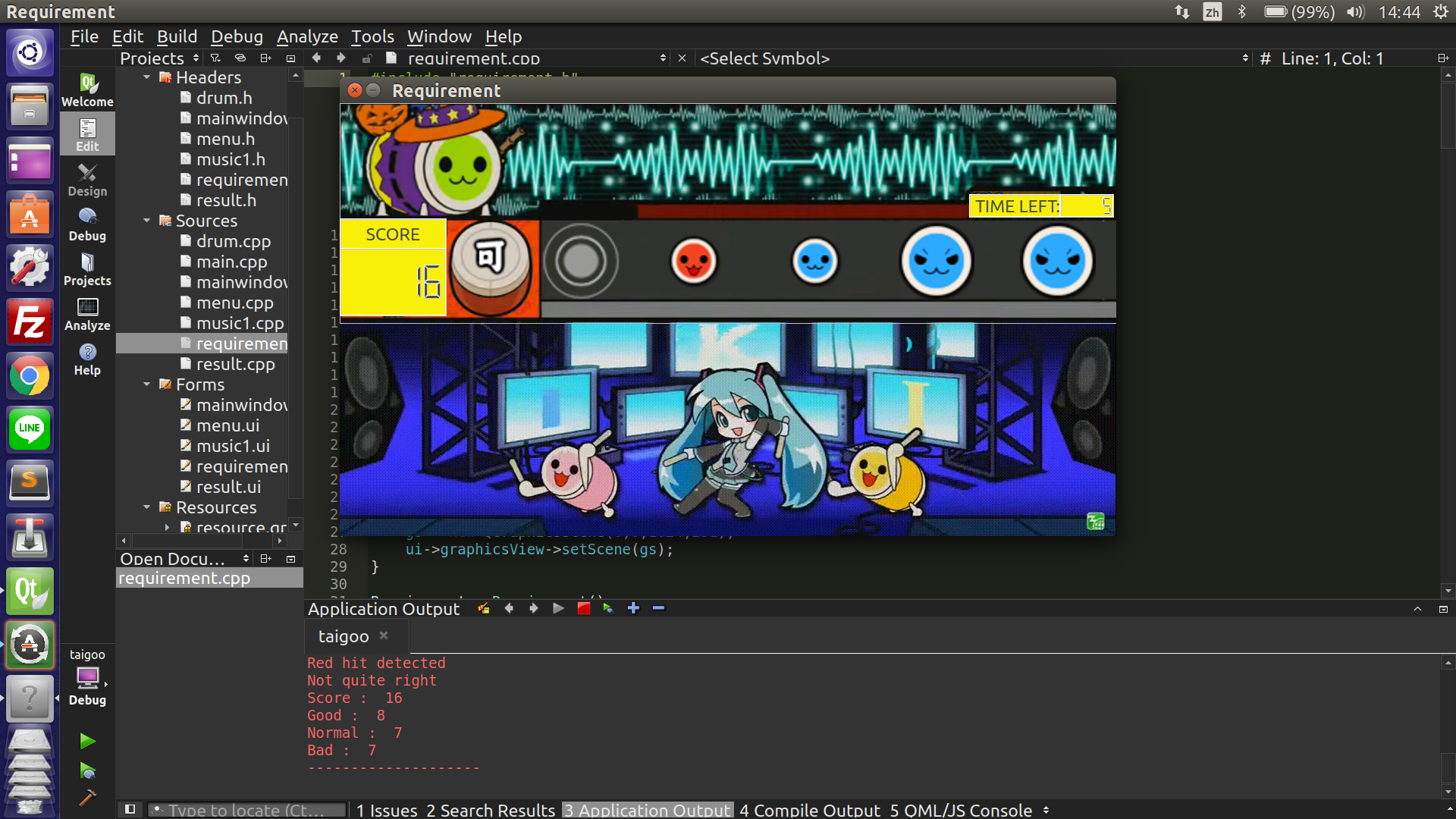
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| --- |
| Requirement |
| +good:int  +normal:int  +bad:int  +score:int  -ui:Ui::Requirement\*  -gs:QgraphicsScene\*  -gv:QgraphicsView\*  -gif:Qmovie\*  -t:Qtimer\*  -tempo:int  -timer:int  -d:drum\*  -spectral:QVector<drum\*>  -it:QVector<drum\*>::iterator  -determine:QVector<drum\*>::iterator  -result:Result\*  -rs:QmediaPlayer\*  -bs:QmediaPlayer\* |
| <<constructor>>+Requirement(parent:Qwidget\*)  +keyPressEvent(k:QKeyEvent \*)  +setSpectral()  +count\_score(int)  +starter()  +timing()  +deleted()  +show\_result() |

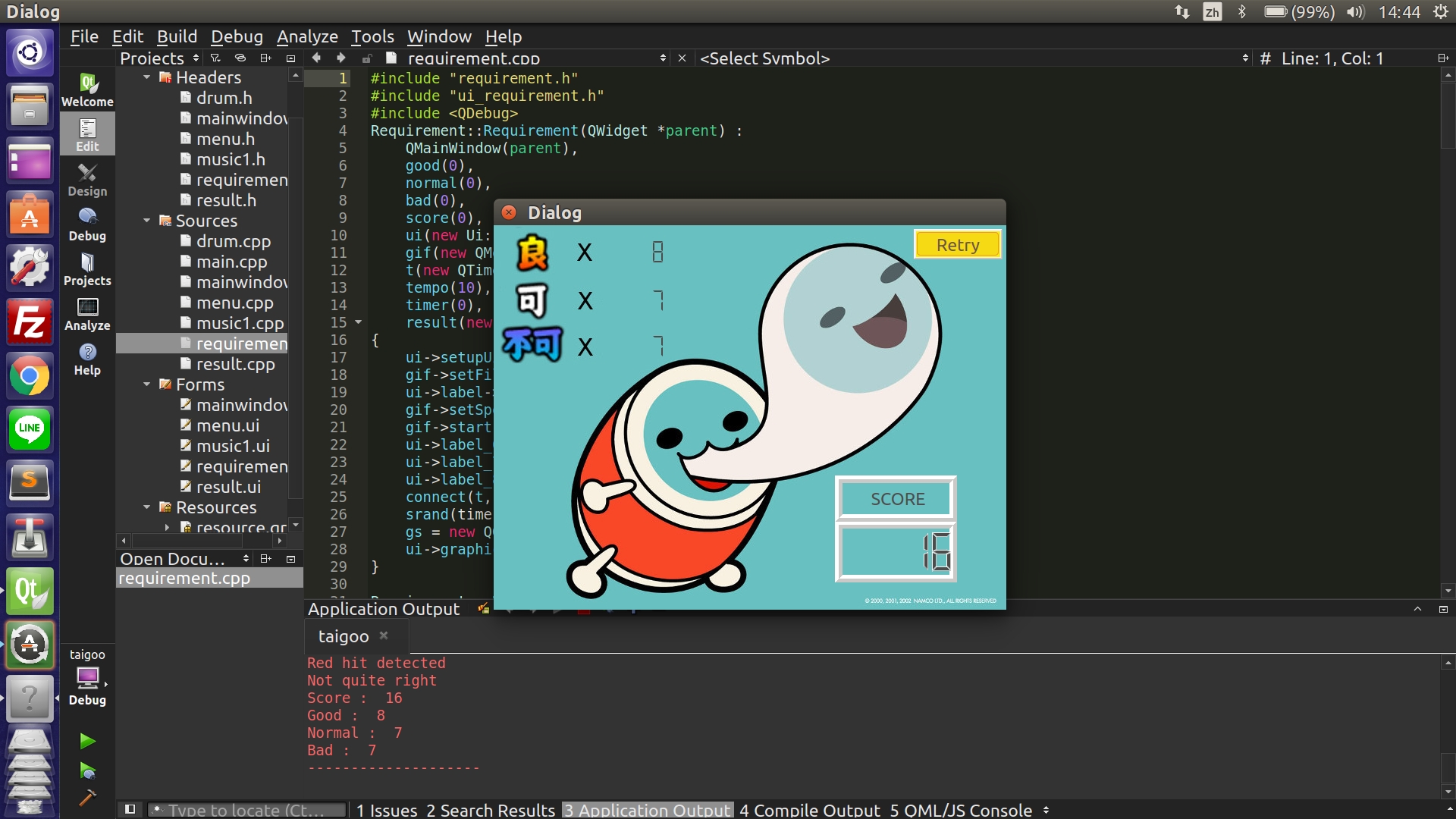
|  |
| --- |
| Result |
| -ui:Ui::Result\* |
| <<constructor>>+Result(parent:QWidget\*)  +showScore(int)  +showGood(int)  +showNormal(int)  +showBad(int) |

===Gameplay Screen Shots===









===How to play===

Key G,H = red



Key F,J = blue



Accuracy



Score : +400



Score : +200



Score : -300

Time limit : 30