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pd02
Project Proposal

Dance Dance Revolution
● Menu for song & difficulty selection
● Playing music and timing arrows with the tempo in-game
● Player presses buttons to the beat according to arrows on screen
● Score count and precision feedback on pressing time

Reinforce
● We will use queues to input arrows that will show up on screen.
● From text files we transcribe for each song, an order of arrows will be put into a queue, which then dequeues them to show up on screen
  ○ We will adjust to account for time lapsed.

Showcase
● Using Processing, we can display a game where the player presses keys to try to match the timing of arrows on a screen. We will try our best to recreate all parts of the game from its real-world counterpart.
  ○ We will implement the same type of scoring ("Flawless," "Perfect," "Excellent," "Great," "Good," "Bad," and "Missed") based on how close the player hits the key to the arrow itself. The words will show up on the screen in correspondence to the location of the arrow when the key was hit.
  ○ The type of score will correspond to a number which will be added to the actual score itself.
  ○ We will also attempt to include combos via some other format because apparently processing doesn't recognize two keys at once and will only choose one to read.
  ○ We will have a menu from which the player can go back to to select game difficulty (the faster the rhythm, the harder it'll be ranked)
  ○ We will include instructions at the beginning of each game which will disappear after the user mouse clicks once.
  ○ We will have credits included.
  ○ The player will use WASD arrows to indicate their move of choice.

Extend
● We need to learn how to run music in the program.
● We will add a GIF (we have a few in mind added to our repo in GifLinks) to the background and it will play along with the music, just like the actual arcade game.

If Time Permits Possibility
· top five players are ranked with their best record.

<u>Classes</u>

  Reader Class: reads text files for each song and corresponding moves

  Menu Class: for interaction with player, selection of song and difficulty

  Game Class: works with reader class, displays moves from reader class, score, and

    dancing GIF in the back (Gameplay screen)

  (Class interaction in flowchart.pdf)

<u>Instant Variables</u>

  Song Choice

  Difficulty