



<Project-KID>

Version: 1.0

Overview

Project-KID is a rhythm game where the players have to use the arrow keys on time in order to be on beat with the music. The game strives to test the player's timing of how fast they can react and how accurate they can be with aligning the arrow to its icon, all while the game provides upbeat music, a cohesive aesthetic, and cute feedback notifications. The score the player receives is based on the aforementioned timing and accuracy, with the chance to make a leaderboard. The game is inspired by various rhythm games that can be found online, as well as the music and stylings of the character Hatsune Miku.

Game Description

Objective -- The objective of Project-KID is to hit the correct keys (up, down, left, right) in time with the music as they appear on screen in order to receive the most points. Due to timing and accuracy, the player will try to score the most amount of points possible for the game. This would be seen through consistent "perfect!" feedback icons.

Gameplay -- The game begins on the menu where after pressing space, they continue to the song selection screen. The player can choose a song of a certain difficulty and once the song screen loads, the song starts, and arrows will start to fall on the screen and align with the static icons at the bottom on beat with the song. The player will have to press the appropriate key and get feedback based on performance of a "miss", "OK", "good", and "perfect" hit. A score is calculated and shown based on what happens. At the end, the results are shown and the score is

given a rank. The leaderboard shows the top 5 scores and if the player qualifies, they can enter initials. The player can then return to the menu and try another round or quit if they want.

Controls -- SPACE button at the start menu or returns to track selection. EXIT button in the menu to exit the game by clicking on it. Use UP and DOWN arrows to navigate the menu songs and ENTER to start a track.

Gameplay consists of using the left, right, up, and down arrows.

Keyboard is accessible on the results screen if the player wants to enter initials.

Assets Used

Images

List of the images you used in your game and where you got them:

- Arrows folder (icons and moving arrows of up, down, left, and right):
- easybg.png: <https://vocadb.net/S/603646>
- Hardbg.png: <https://vocadb.net/S/292965>
- Mainscreen.png:
<https://www.google.com/url?sa=i&url=https%3A%2F%2Fanime.desktopnexus.com%2Fwallpaper%2F444945&psig=AOvVaw2WKj1X4eLtFR8386qJvoug&ust=1745101868183000&source=images&cd=vfe&opi=89978449&ved=0CBQQjRxqFwoTCKCW45rR4owDFQAAAAAdAAAAABAE>
- Mediumbg.png: <https://vocadb.net/S/293643>
- Menubg.png: same as mainscreen.png but with designs from figma
- trackselect.png: same as mainscreen.png but with designs from figma
- Buttons (easy, exit & exit highlight, hard, medium, selection box active & inactive): made in figma
- Feedback (miku good, miss, ok, perfect): hand-drawn assets done on Procreate.
- Score ranks: made in figma
- Text headers (choose a track, easy title, hard title, medium title, press space): made in figma
- album.png: figma iconify plugin
- Album.svg: figma iconify plugin
- Projectkid.png: made in figma

Sound files

List of the sound files you used in your game and where you got them:

- Cymbal1.mp3: <https://pixabay.com/sound-effects/long-ride-cymbal-2-36337/>
- Cymbal2.mp3: <https://pixabay.com/sound-effects/tr707-crash-cymbal-241376/>

- Easysong.mp3: <https://vocadb.net/S/603646>
- easysongNEW.mp3: Edited song from the original.
- Hardsong.mp3: <https://vocadb.net/S/292965>
- hardsongNEW.mp3: Edited from the original.
- Mediumsong.mp3: <https://vocadb.net/S/293643>
- mediumsongNEW.mp3: Edited version from the original.
- Menuclick.mp3: <https://pixabay.com/sound-effects/menu-click-89198/>
- Menutoggle.mp3: <https://pixabay.com/sound-effects/menu-button-89141/>
- mikubadscore.wav: PSP Project DIVA Miku free sounds
- mikugreatscore.wav: PSP Project DIVA Miku free sounds
- mikuperfectscore.wav: PSP Project DIVA Miku free sounds
- mikustandardscore.wav: PSP Project DIVA Miku free sounds
- Snare.mp3: <https://pixabay.com/sound-effects/snare-112754/>
- Sparkle.mp3: <https://pixabay.com/sound-effects/shine-1-268902/>

User Menu

Describe how to play the game. List hotkeys if any:

Project-KID is a rhythm game with arrow keyboard controls with the goal of being quick and accurate with your timing to score the most amount of points.

1. Start on the starting screen and press SPACE to play.
2. On the track selection menu, go UP or DOWN with arrow keys to move through tracks. ENTER selects a track, or you can quit with the EXIT button at the top.
3. During gameplay, press the corresponding arrow keys (← ↓ ↑ →) once they meet their icons. You are scored on accuracy and are given a MISS, OK, GOOD, or PERFECT rating for each note.
4. For HELD notes, hold down arrow keys (← ↓ ↑ →) for the duration of the note.
5. After the song ends, you see your grade and score, and potentially a placement on the leaderboard. Press SPACE to return to the menu.

Roles and Responsibilities of Each Team Member

List the responsibilities of each team member (use RACI chart or similar)

RACI Matrix

Tasks	Daniel	Kara	Ilani
Figma Design	R	C	C
2D Sprites and Assets	A	R	C
Note Development	R	I	I
Level Design	R	C	R
SFX	I	I	R
Leaderboard	A	R	I
Music	R	C	C
Documentation	C	A	A
Menu Implementation	A	A	A

- R

 Responsible
- A

 Accountable
- C

 Consulted
- I

 Informed