



# Rhythm Master

By Rhythm Masters

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# Introduction

- Based off an open-source rhythm game, Frets on Fire
  - Similar to Guitar Hero
- Improvements made from Frets on Fire
- Software Qualities
- Future Improvements



# Improvements





# Updated Graphics



# Improved Testing

18 Test Cases  
that tested  
components



50 Test cases done using  
specification testing and  
functional testing

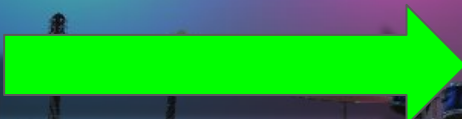


Exploratory Testing

# Updated Software



Python 2



Unity Game  
Engine

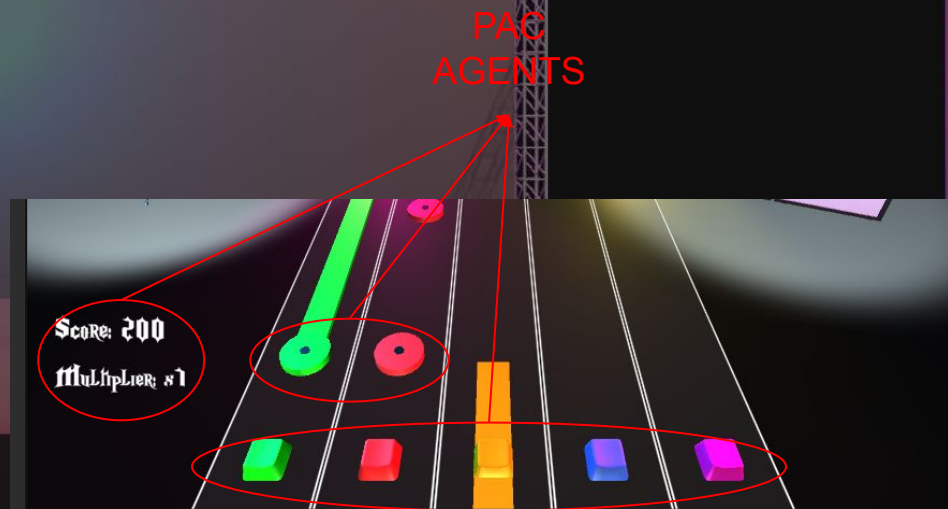
Well supported framework  
Improved Portability





# Architecture

- Our software system uses a PAC architecture
- Supports independent agents
- Low coupling & High Cohesion



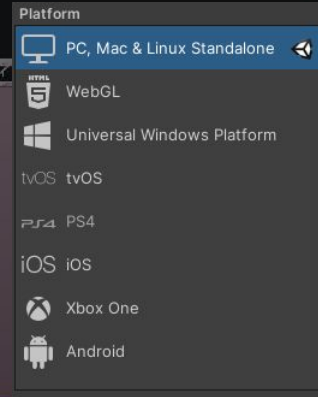


# Software Qualities

## Portability

Unity allows game projects to be exported to numerous platforms, including:

- PC, Mac, and Linux
- iOS
- Android



## Maintainability

- Every component is represented as a module, and can be easily modified
- Components have one secret

GameManager.cs X

QuitGame.cs

CollisionDetector.cs

DetectKey.cs

NoteSpawner.cs

ButtonController.cs

ScoreCalculator.cs

# Future Improvements



- Online leaderboards
- Add more tracks
- Allow users to make custom tracks
- Add more effects + Animations
- Allow for different inputs (Controllers, etc)

A 3D rendering of a stage set. The stage floor is dark and reflective, with a bright yellow-green spotlight illuminating the center. The background is a dark, textured wall. The stage is framed by a complex metal truss system, with two tall vertical towers on the left and right sides. Several stage lights are mounted on the trusses, casting a soft glow. The word "Conclusion" is displayed in a large, white, gothic-style font with a slight shadow, centered on the background wall.

Conclusion