Everett Moser - Project Manager   Kytana Le - Artist

Daniel Mano - Programmer   Matthew Wolff - Music/sound Design

Name: Shady Tree

Date: 2-17-17

TITLE: SUPER MIDI HERO   GENRE: RHYTHM/CASUAL   PC/MOBILE

The landing screen invites the user to play, view scores, or view credits. Songs have two difficulties; high scores are shown for both
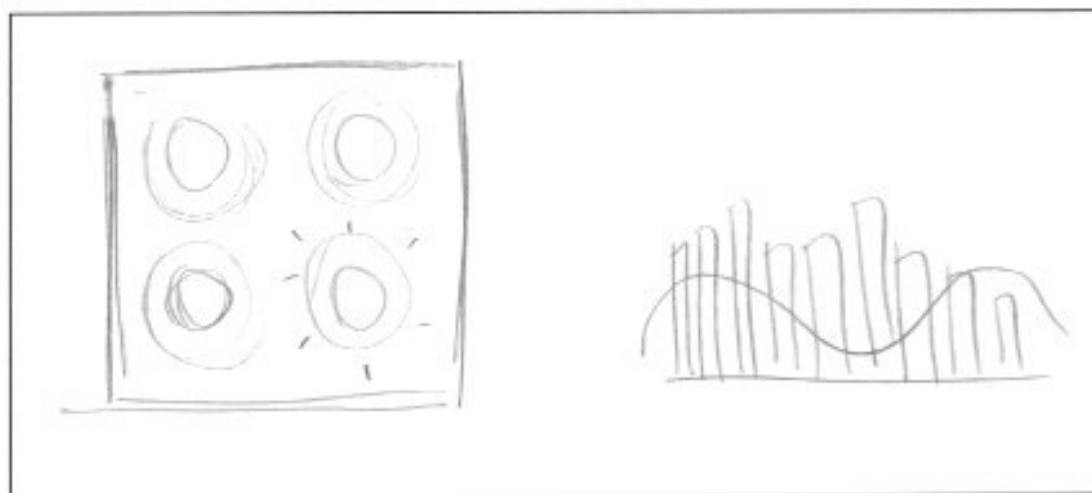

The user has chosen to play, and now selects his song. High scores for that song are shown when he chooses difficulty. There is no loss condition, the goal is to EARN the highest score possible.
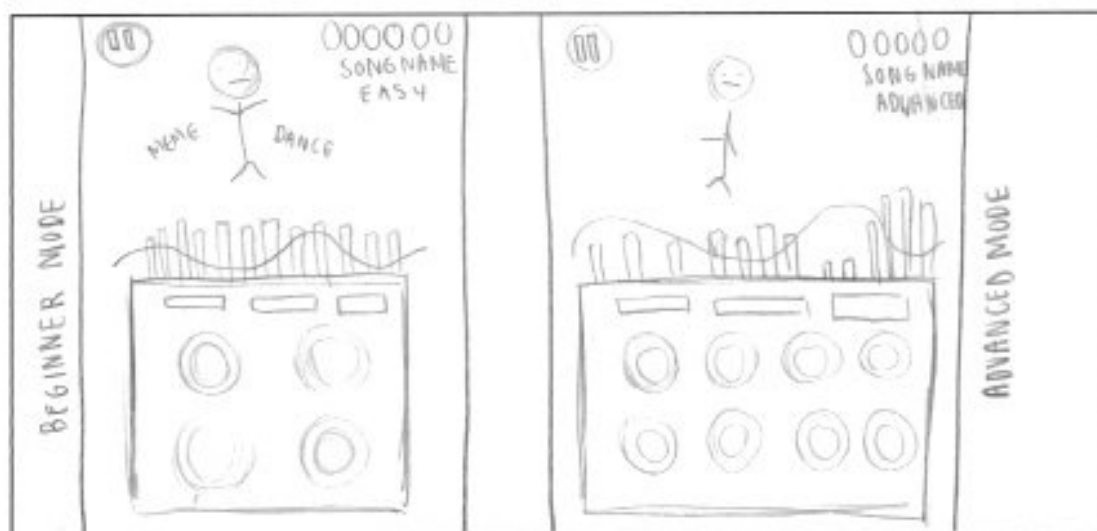
The main game has buttons for interaction (more on the advanced difficulty), score, song visualization, and a dancing character animation.
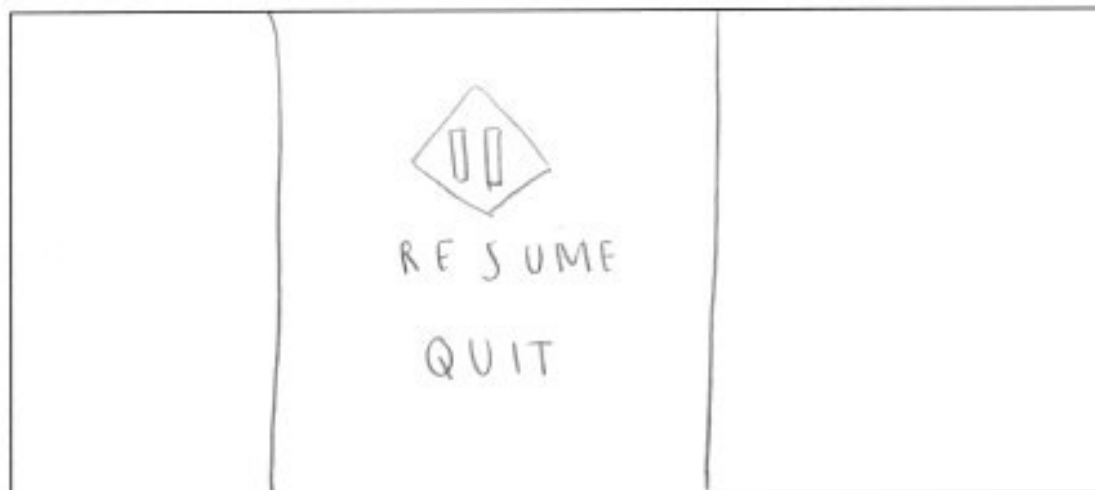

Some UI elements. The buttons (left) light up when the user is expected to hit them. A waveform and spectrogram (right) of the song. Additionally, the dancing character which will respond to successful inputs.
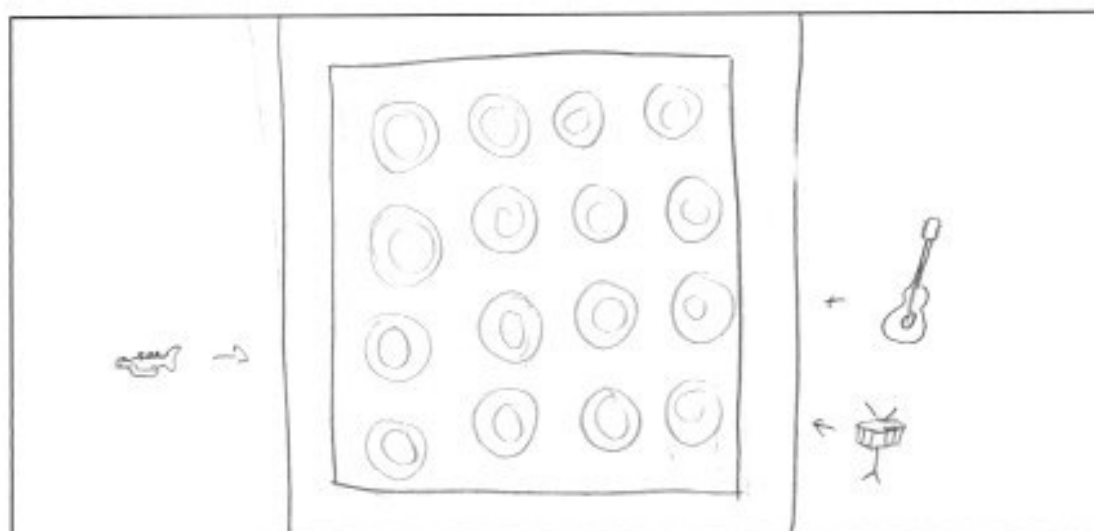
When the song is complete, the player's final score is shown. $Score = 100 * (1 + .25 * streak)$ where streak is the number of consecutive notes hit.

The pause screen. Resume counts down from 3 and picks up where the song was paused, or quits & returns to main menu

"Free style mode": an alternate mode where the user can play with the bundled samples. This mode might also be used during a song for bonus points

CREDITS

DAT BOI

EVERETTM

HARAMBE

DANIEL

SCROLLS ↓

The credits screen which will show each member of shady tree & their respective roles.