Project Proposal

Modules Used outside of Tkinter: pyaudio 🡨 make audio play in the background

I want to make a guitar hero-esque game that will allow the player to play up to 10 levels of guitar hero and once they have finished the game there will be a game over screen. There will also be an additional setting where the user will be able to manually make a file that can create a guitar hero level.

How it is broken down. There is a file and a song per each level. The file will contain how the button will be raining down. The code reads the file and displays and plays the music while the file is running. This would be a singular level. Each level will have this. The player can add a level in the end, so that they can themselves play/make a pseudo guitar hero.

The general make of the game: there will be sux screens: game start, instructions page, playing modes, add page, highest score page and end game. These all will have different components:

The game start will have the option of playing the game, seeing the instructions, muting the music and adding a new level.

The instructions page will just give a run down on how the entire game works

The player mode is going to be the player playing the game:

* There will be four rectangles of different colors on the bottom of the screen
  + Buttons will be classes
* When rectangles of the same color and are going to the same colored button, then when the coincide the player must hit the certain key to get a point
  + Use the timer Passed with a function that will be able to tell if they are coinciding
* The more points that the player gets the higher the rank they will have in the end
  + The computer will modify this file with highest scores that will be modified every time the game is played. It will ask for a name. the name and score will be displayed

How it will read the file with all the information:

* It will create the image at the certain times, which is represented by lines and spaces, in between each of the rectangles raining down and in the picture, that is the template to make a guitar hero song
* In the same directory, there should be a song wav file and it will play it when the game is starting and the first block hits
  + Threading will have to take place
    - Animation runs for a couple of seconds (2) and then the music will run

The add page will:

* Create a file with the template and ask for the name of the song so that there can be a new directory and the song with that name
* It will create a new level a file and read it
  + It will create the image at the certain times, which is represented by lines and spaces, in between each of the rectangles raining down and in the picture, that is the template to make a guitar hero song
  + In the same directory, there should be a song wav file and it will play it when the game is starting and the first block hits
    - Threading will have to take place
      * Animation runs for a couple of seconds (2) and then the music will run

The end screen will just be a page with options to go back to the start screen, or end the program

The highest score screen will show the highest scores so far

* Asks for name
* Add to the file that has all of the text
* Read a file that has all the text of all the previous scores