**Abstract**

Chord Crisis is a web browser rhythm game developed along with its website. The objective of Chord Crisis is to create an online hub for gamers of this genre. The game utilizes taps, gestures, and dynamic tempo to challenge and immerse players. Included with the game is a beatmap creator for players to construct their own beatmap. Once a beatmap is created, the player can upload their own creation to the website where a collection of beatmaps are shared. The website is the framework of Chord Crisis where players play the game, create and share their beatmaps, and interact with the community.

**The Game**

There are different types of rhythm games out in the market. They range from basic taps to full-body movements such as Just Dance or Beat Saber. Chord Crisis mixes two types: taps and gestures.

*Image of a tap note and image of a gesture note.*

Although taps and gestures are not as engaging as full-body movements, these types of actions are registered with the keyboard and mouse or touchscreen whereas full-body movements may require extra equipment (virtual reality headset, camera, etc.). This tradeoff was a decision made as availability such as virtual reality equipment (2020) is not as common as a keyboard and mouse or touchscreen devices. Thus, accessibility to players determined the platform of Chord Crisis.

To keep the player focused to the events in the game, Chord Crisis has a dynamic tempo mechanic. The dynamic tempo increases the travel speed of a note during major points of the song. When the song recedes to a normal rhythm, the dynamic tempo readjusts the note’s travel speed back to normal. This is an example of how a nondiegetic element (music) of a game affects the experience of diegetic elements in the game (Michiel Kamp).

Therefore, if the player fails to give attention to the song, the player will be struck by a sudden change in pace to the gameplay.

*Image of different distance of the notes (With dynamic tempo and without [metronome])*

**The Creator**

**The Website**