F74047044 謝永家 Project 2 report

How to play :

As indicated in the UI , press the button according to the instructions , and then the score will be based on your combo multiplier . You can restart the game without restarting the process as required .

Except the gameplay button A and L for drum hitting , all other button shown should be clicked with mouse to do their operations.

The game was created and developed in Visual Studio 2015 Community .

Program architecture :

The programming language used were C++ and compiled in Visual C++ standard , and the game were combined with some sound and graphical content acquired from the internet .

All the movement in the game you seen were controlled by the Timer created . And also , there were counter variables indicating the score and your combo count throughout the game . Lastly , the key input event and drum hitting were done by using the location variable .

Below were the screenshot of the game shown:

