

## Alpha by JB Ladera

### Built

Everything was built by me.

Main Menu	<ul style="list-style-type: none"><li>- Go to edit scene where beatmaps will be displayed</li><li>- Exit the game</li></ul>
Edit Scene	<ul style="list-style-type: none"><li>- Back button to return to main menu</li><li>- Allow dropping in files to create a beatmap of a given mp3 file<ul style="list-style-type: none"><li>- Switch to the beatmap editor when importing the mp3 file</li></ul></li></ul>
Editor Scene	<ul style="list-style-type: none"><li>- UI is mostly done</li><li>- Can exit to edit scene</li></ul>
Mapset and Map creation	<ul style="list-style-type: none"><li>- Importing an mp3 will create a directory on the user's computer located at user://songs</li><li>- Copies the given mp3 to the directory and creates an .osu file that is compatible with the actual osu! game.</li></ul>

### Setbacks

The first setback was time. I started later than expected, and so there hasn't been much progress. To overcome this, I plan to work on this project for a significant amount during Thanksgiving break.

The next setback was slider complexity in osu!. Sliders represented in files have been annoying to parse and also data related to sliders can be complex such as bezier curves. In addition, I imagine that the addition of sliders to gameplay will make it more complex to code. With the amount of time left. I do not think trying to implement sliders will be a good idea.

Moving forward, I've come to some options:

1. Remove sliders but continue with osu!standard, editor only

Essentially do not support gameplay, but make the data file compatible for osu! such that moving the map set directory to osu!'s directories will be parsed and playable by osu!. Remove sliders, so only normal hit objects and spinners are available.

2. Remove sliders but continue with osu!standard

Basically (1) but implement gameplay.

3. Switch to osu!taiko, editor only

All osu! modes use the same editor, so there's essentially no change in the implementation. In addition, all osu! modes use the same .osu file, so that's also little change. The objects in osu!taiko are limited to normal hit objects and spinners, so there's less objects to implement, and these are fairly simple.

4. Switch to osu!taiko

Basically (3) but implement gameplay.

I'm leaning towards option (1) or (3), but since all require the editor to work and all use the same editor, I can decide on that a little later when I have more of the editor functioning.

Video: <https://www.youtube.com/watch?v=HFe5l2v143Q>