BeatBlade

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Version: 1.0

Overview: Describe the theme/Genre of the game, and the brief description of the game.

This is a rhythm-based battle game, perfect for those who enjoy music and a fun challenge. In this game, players have the chance to put their sense of rhythm to the test as they face-off against two monsters, one in Easy mode and the other in Hard mode. To fight these foes, the player must hit the ENTER key in time with the beats per minute of the song playing. The more the player messes up, the more vulnerable they are to the monster's attacks. If this happens too many times, the monster emerges victorious, and the player loses. Therefore, players should aim to be as accurate as possible to beat these formidable foes.

Game Description

Objective: Describe the objective of the game.

The objective of the game is to defeat the two monsters, Rhino and the Demon King, by hitting the ENTER key to the beats per minute of the song. Players must maintain the rhythm to successfully defeat the monsters and progress through the game.

Gameplay: Describe the way the game works, from beginning to end

The game starts with the player selecting the mode (Easy or Hard). Once the mode is selected, the player enters the battle screen where they face off against the chosen monster. A song with a specific Beats per Minute (BPM) begins to play, and the player must hit the ENTER key in time with the beats to attack the monster. The player switches from attack mode to defense mode, depending on their performance. The player's performance is measured by their accuracy in hitting the beats. In attack mode, the player may damage the monster by hitting on beat. Meanwhile in defense mode the monster may damage the player. If either the player or the monster reaches a health of 0, the game ends, it announces a winner, and they are brought back to the main menu. Players can select Hard mode to experience a faster, more challenging song that requires more precision.

Controls: Describe the user interface.

Players will use their mouse to select EASY, HARD, or QUIT on the menu interface. Once the game starts, the players will rely on only one button, which is the ENTER key. The player may exit the game play at any point by pressing ESC, which will take them back to the menu. Hitting QUIT on the menu interface closes processing entirely.

Assets Used

Images

Designed by Nathan Wand using Photoshop:

Background.png

Background2.png

EasyEmoji.png

HardEmoji.png

QuitEmoji.png

Menu.png

Monster.png

Rhino.png

Hit1.png (manually spliced into 4 pngs)

Hit2.png (manually spliced into 4 pngs)

Hit3.png (manually spliced into 4 pngs)

Hit4.png (manually spliced into 4 pngs)

Slash1.png (manually spliced into 4 pngs)

Slash2.png (manually spliced into 4 pngs)

Slash3.png (manually spliced into 4 pngs)

Slash4.png (manually spliced into 4 pngs)

PlayerAttack.png

PlayerDefend.png

PlayerIcon.png

Fonts

Treebyfivemodifi.ttf

Sound Files

WeakSlash1.wav

WeakSlash2.wav

WeakSlash3.wav

HeavySlash1.wav

HeavySlash2.wav

HeavySlash3.wav

WeakHit1.mp3

MedHit2.mp3

StrongHit3.mp3

MenuMove.mp3

Pause.mp3

EnemyDeath.wav

PlayerDeath.wav

Rhino.wav

Generated w/ Suno AI:

RiseOfTheDemonKing.wav

User Menu: Describe how to play the game. List hotkeys if any.

After hitting run on Processing, players are shown a menu, wherein they have the options to click EASY, HARD, or QUIT. Once the player has selected their mode, the song will start, and their player avatar will move into attack mode. During this mode, the player must tap the ENTER key in time with the BPM to fight the monster. The monster will be bouncing to the beat, and players should aim to tap ENTER when the monster is lit up in order to best match the BPM. If the player messes up, their avatar will enter defense mode and the monster will attack. When this happens, the player's avatar loses health. If this occurs too many times, the player will run out of health and the monster will win. The screen will display "YOU LOSE!" for a moment, before fading out and returning to the main menu.

However, if the player remains accurate with their tapping, their avatar will stay in attack mode and fight the monster. As long as their accuracy is maintained, players can dish out attacks until the monster runs out of health. The screen will display "YOU WIN!" for a moment, before fading out and returning to the main menu.

In Easy mode, the player will face off against the Rhino and tap to a song that requires less precision. In Hard mode, the player will face off against the Demon King and tap to a faster song that requires more precision. Players may exit the gameplay at any time by clicking their ESC button.

Difficulties Encountered: Difficulties encountered and how they were overcome.

In developing our game, we encountered several difficulties that we successfully overcame. One challenge was establishing the beats per minute (BPM) that the player should tap to. After brainstorming, we decided to create a BeatMap by listening to the song and determining when the player should be tapping. Another challenge was creating animations, particularly the slashes that appear when the player attacks the monster. We found this to be complex and tedious, but we ended up splicing each image into four separate ones, which we then inputted into an Animation class. We created an array that allowed us to display them in a sequence and then we could adjust the speed by changing the framerate. Additionally, we faced technical difficulties

with adding music to the gameplay. When attempting to use a 'music.play()' function, our songs sounded garbled and abrasive. We resolved this by manually inserting each sound into the appropriate step, forgoing the use of a music function.

Roles and Responsibilities of Each Team Member

List the responsibilities of each team member (use RACI chart or similar).

	Image Handling	User Interface	Interaction	Sound Effect	Game Design/Implement	Game Complexity	User Manual	Final Report
Nathan	R	R	C	C	R	R		
Eliza		C		R	C		R	R
Patrick		C	R		C	C		