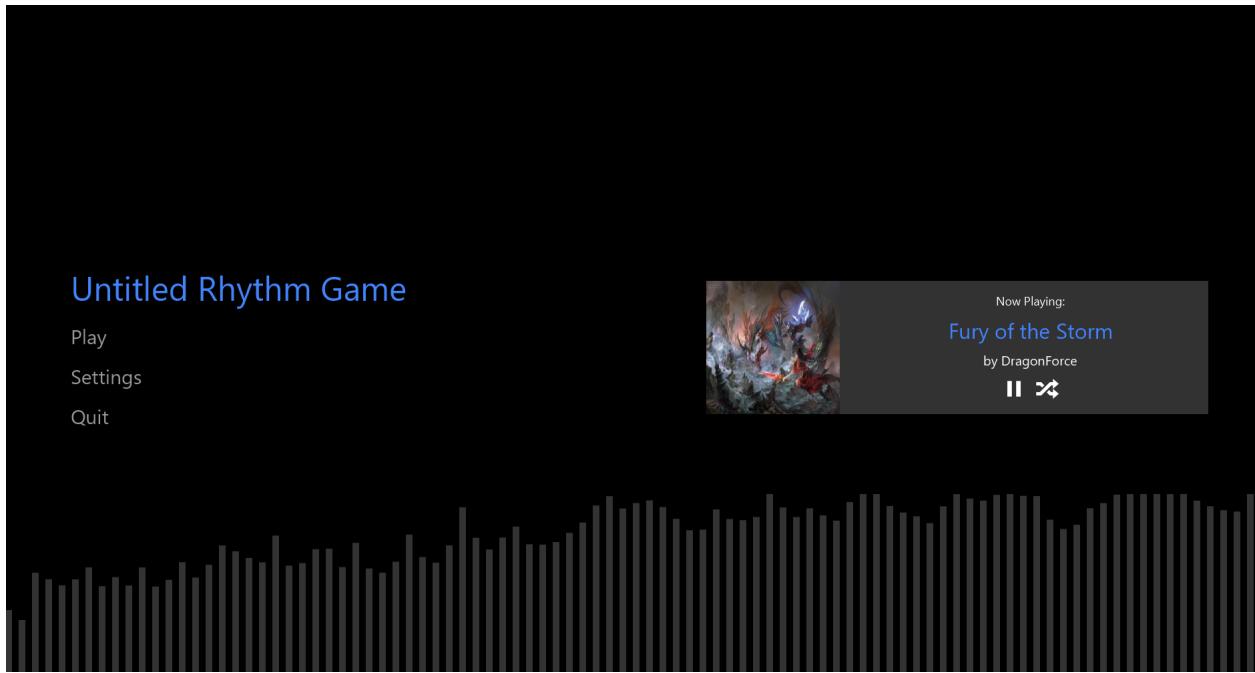


Untitled Rhythm Game (URG) User Manual

I. Screens

A. The Main Menu

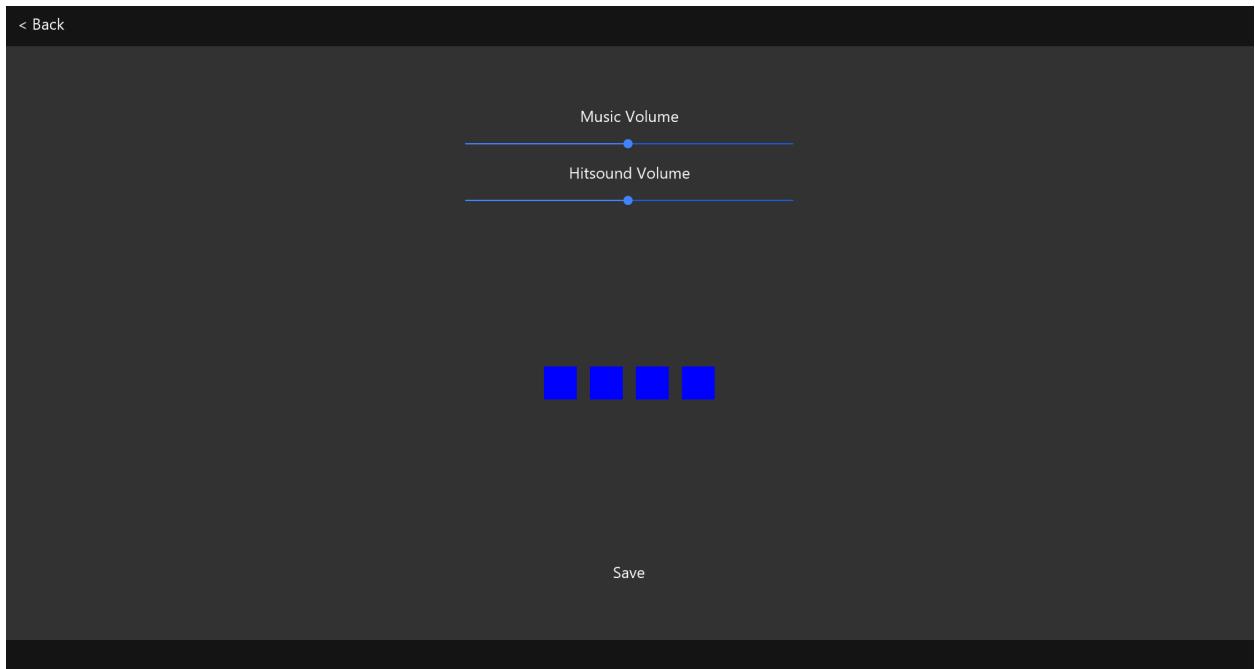


When you first open URG, you'll be met with the Main Menu. This screen contains four major components:

1. **The Play Button** takes you to the “Song Picker” screen
2. **The Settings Button** takes you to the “Settings” screen
3. **The Quit Button** closes the application
4. **The Song Preview Player** (on the right) shows the current song playing. The pause button pauses the current song and the shuffle button picks a random song to play

The sound visualizer will move according to the song playing.

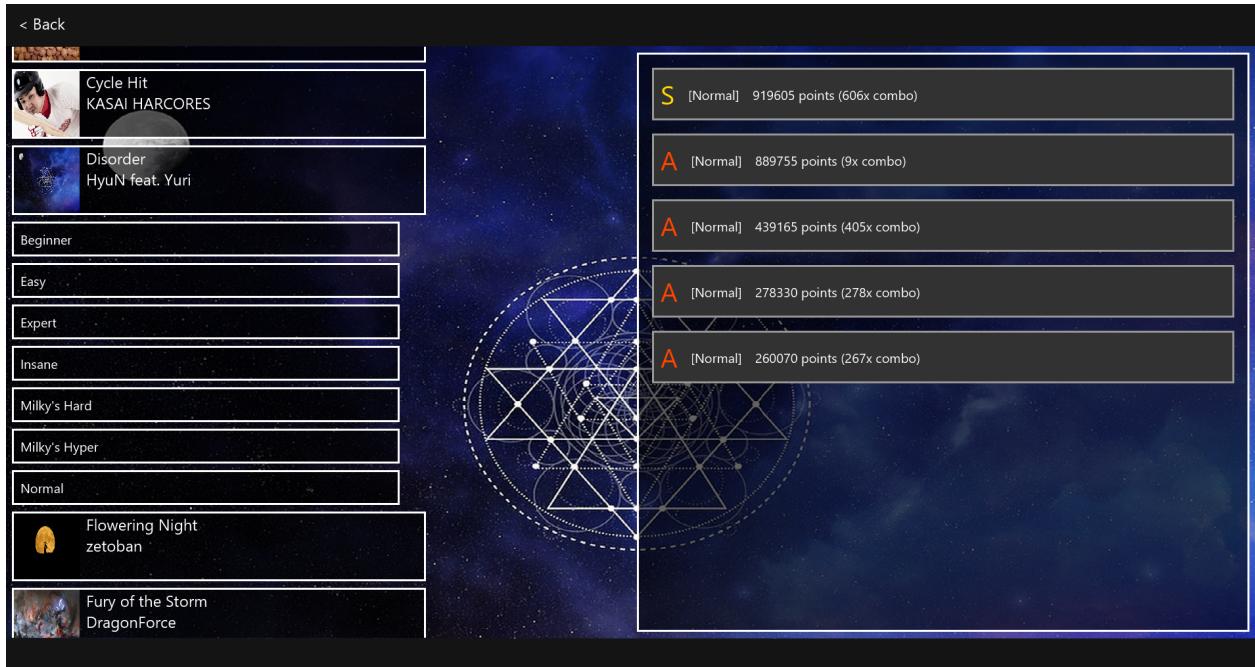
B. The Settings Screen



The settings screen has three settings that affect the rest of the application:

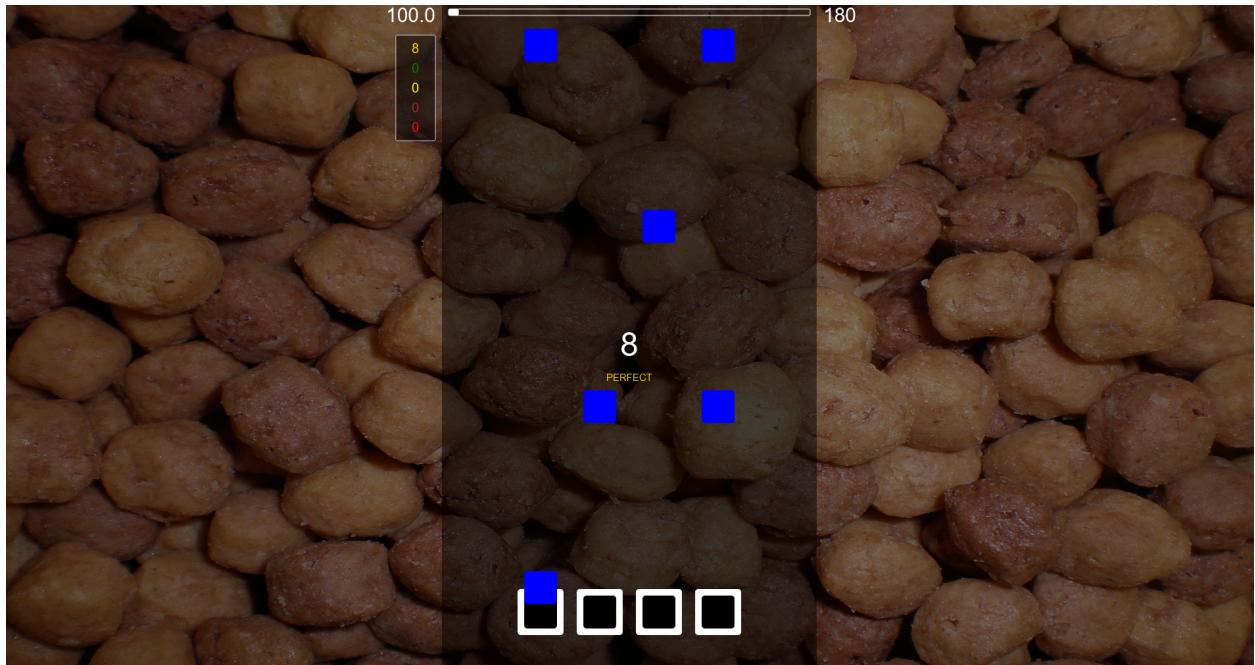
1. **The Music Volume Slider** controls the volume of all music that plays throughout the game
2. **The Hitsound Volume Slider** controls the volume of hitsounds played during the game
3. **The Lane Color Picker** allows you to change the colors of notes during the game for each lane. Upon clicking on any of the four squares a set of different color squares appear for you to choose from

C. The Song Picker Screen



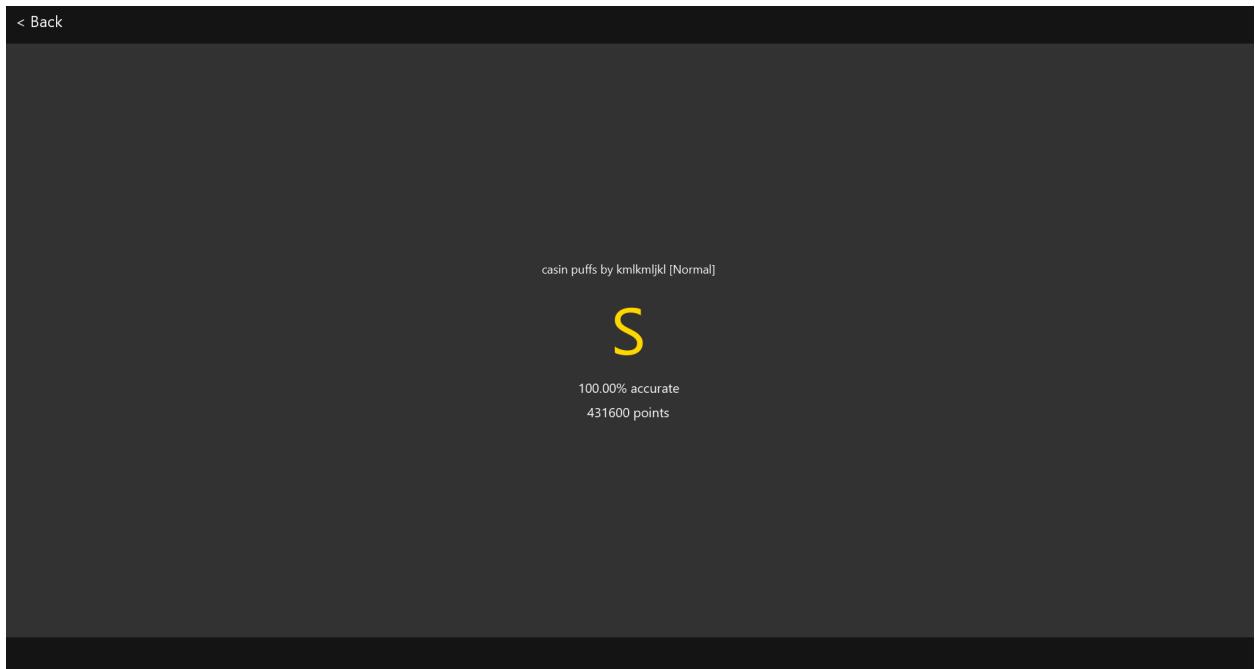
After pressing “Play” on the main menu, you’ll be taken to this screen. Here, you can pick a song to play. When you click on a song, it will expand to show its available difficulties. It will also show, on the right, a set of scores you’ve made on the different difficulties. If you click on a song difficulty, you’ll be taken to the Song Player Screen, where you’ll start playing a song.

D. The Song Player Screen



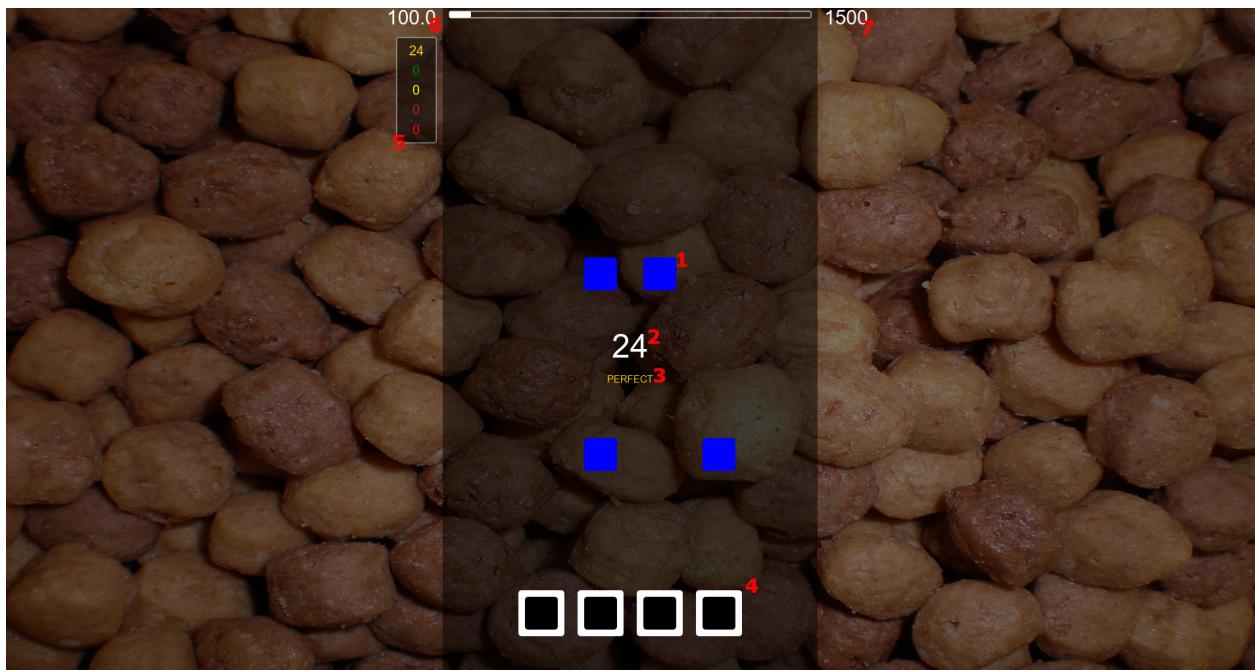
This screen is where you’ll play the game. See the “How To Play” section for more details. To pause the game, press your “Escape” key.

E. The Results Screen



Upon finishing a song, you'll be met by this screen. It breaks down a few aspects of your performance for you to see, including your overall grade, accuracy, and points.

II. How To Play



The goal of the game is to hit buttons to the rhythm of a song. When you first open a song, you'll be met by a screen like the image above. As notes (1) come down

the screen towards the note receptors (4), you must hit your D, F, J, and K keys to hit the notes in lanes corresponding to these buttons. For example, in the image above, you would hit F and K simultaneously to correctly hit the next two notes that are coming down the screen.

Points are earned by hitting notes on time. Whenever you hit a note, you'll receive a judgement (3):

Perfect - awards full points
Great - awards 98% of points
Good - awards 65% of points
OK - awards 25% of points

Each time you hit a note, the combo counter will (2) increase. Your point total (7) increases upon each note hit by the value of your combo. For example, if you hit the next note with the "Great" judgement, your points will increase by $(0.98 * \text{note point value}) * 25$.

III. Importing Songs

In order to play a song within the game, you'll need to place a folder within the ./bin/songs/ folder containing the following elements:

1. A background image titled "bg.png"
2. An audio file titled "audio.mp3"
3. At least one text file with the following format:

Song Title
Song Artist
Difficulty Name
Song Preview Time
Note Object
Note Object
Note Object
...

For example, this is the start of the file for "Casin Puffs" on Normal difficulty:

```
casin puffs
kmlkmljkl
Normal
```

```
4669  
2 5 208 1208  
0 5 208 1208  
1 5 496 1496  
3 5 785 1785  
...
```

A “Note Object” follows the following format:

```
[Lane Index] [Point Value] [Start Time(ms)] [Hit Time(ms)]
```

Lane Index: the index of the lane to put the note in. For example, a Lane Index of 2 would put the note in the third lane

Point Value: the amount of points to award for hitting this note

Start Time: the time of the song in ms when the note appears on the top of the screen

Hit Time: the time of the song in ms when the note should be hit

You can also import songs using the OsuToURG and QuaverToURG classes. In order to use them, write these commands into the console from the ./src/main/java folder:

```
java com.oaklea.urg.utilities.OsuToURG  
[path_to_osu_song_folder]
```

```
java com.oaklea.urg.utilities.QuaverToURG  
[path_to_quaver_song_folder] [ms_between_notes]
```

Upon running these commands, a “result” folder will appear in ./src/main/java. Move this folder into ./bin/songs and name it to whatever you want.