RHYTHM STOMP

Game Type: Rhythm / Music

Platform: HTML5 / LED Floor

Players: 1-2 Players

Grid Size: 6 x 10 per player (6 lanes)

Duration: 60 seconds (or song length)

Modes: Classic, Hard

1. Game Overview

Rhythm Stomp is a dance rhythm game where notes fall from the top of the screen and players must hit them when they reach the target zone at the bottom. Time your stomps to the beat and rack up combos for high scores! Supports custom music uploads.

2. Flow: How to Start the Game

Step 1: Open the game (Rhythm_stomp.html)

Step 2: Select game mode:
- 🎵 **Classic:** Standard note speed, fewer notes
- 🔥 **Hard:** Faster notes, more complex patterns

Step 3: Select players:
- 👤 **1P:** Single player mode
- 👥 **2P:** Versus mode - compete!

Step 4: (Optional) Upload custom music (MP3, WAV, OGG)

Step 5: Click "▶ START" button

Step 6: Countdown 3-2-1-GO! begins

Step 7: Notes start falling - stomp to the beat!

3. Controls

3.1 Player 1 (Cyan)

6 Keys for 6 Lanes:

| A | S | D | F | G | H |

Lane 1 → Lane 2 → Lane 3 → Lane 4 → Lane 5 → Lane 6

3.2 Player 2 (Magenta)

6 Keys for 6 Lanes:

`J` `K` `L` `;` `'` `Enter`

Lane 1 → Lane 2 → Lane 3 → Lane 4 → Lane 5 → Lane 6

4. Game Mechanics

4.1 Note System

- Notes are **square-shaped** blocks

- They fall from top to bottom in 6 lanes

- Target zone is the glowing row at the bottom

- Press the correct key when note reaches target zone

- Notes travel for 2.2 seconds from top to target

4.2 Timing & Judgment

Judgment	Timing Window	Points	Color
PERFECT	±150ms	100 points	Yellow
GOOD	±300ms	50 points	Green
MISS	Too late / Too early	0 points	Red

4.3 Combo System

- Consecutive hits build your **Combo**

- Every 10 combos = +10 bonus points per hit

- Miss = Combo resets to 0

- Max combo is tracked for final stats

5. Difficulty Modes

Mode	Note Frequency	Description
🎵 Classic	Moderate	Relaxed pace, good for beginners
🔥 Hard	High	Fast-paced, more notes, challenging patterns

6. Custom Music

Upload Your Own Music!

- Click "Choose File" in the upload section
- Supported formats: MP3, WAV, OGG
- Notes will be generated to match the song length
- BPM is set to 128 by default

7. Game End & Grading

Grade	Accuracy Required
S	95% or higher
A	90% - 94%
B	80% - 89%
C	70% - 79%
D	Below 70%

8. Game End Screen

Display: Final score for each player

Display: Grade (S/A/B/C/D)

Display: Stats: Perfect/Good/Miss counts

Display: Max Combo achieved

2P Mode: Winner announcement (gold border)

Options: "🔄 Retry" or "🏠 Menu"

Pro Tips

- **Watch the target zone:** Focus on where notes land, not where they start
- **Use your peripheral vision:** See all 6 lanes at once
- **Keep your fingers ready:** Hover over all keys
- **Practice timing:** Listen to the beat flash for rhythm cues
- **Start with Classic:** Master the basics before Hard mode