Thanks, you too

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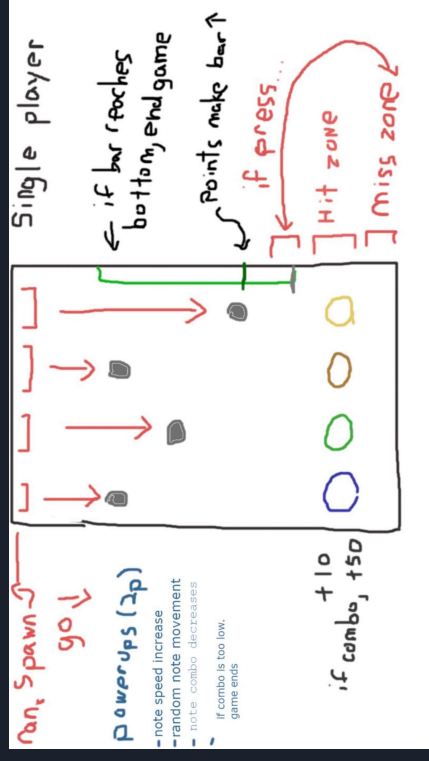
Strum (Name in Progress)

Ever want to relive the nostalgic days of Guitar Hero without having to hold a massive plastic guitar? Our android game aims to take you back while revamping it for the modern age on mobile devices.

What We've Done

- ○ Created the UML diagram
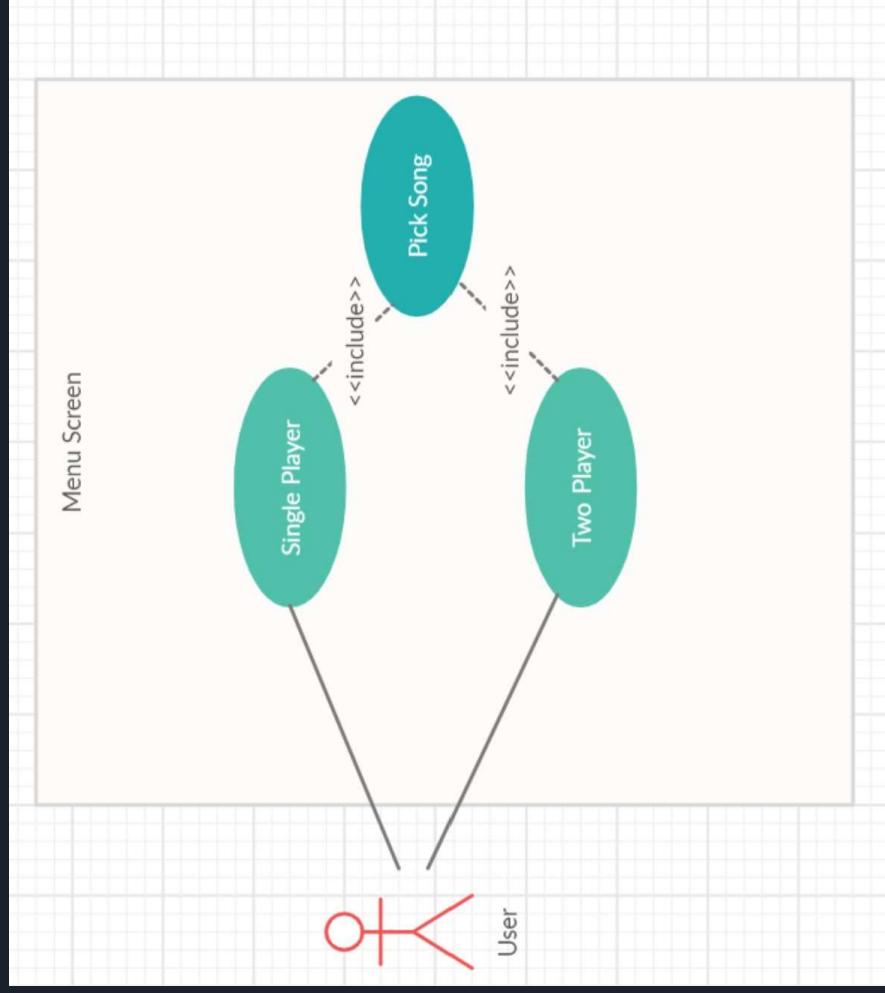- ○ Created layout for the game screen
- ○ Created SRS
- ○ Created Gantt chart.

Single player

← if bar reaches bottom, end game

Points make bar ↑

if press...

Hit zone

Miss zone

ran. spawn
go ↓

powerups (2p)
- note speed increase
- random note movement
- note combo decreases

If combo is too low, game ends

+10
if combo, +50

Day 1 initial ideas

Tasks Remaining

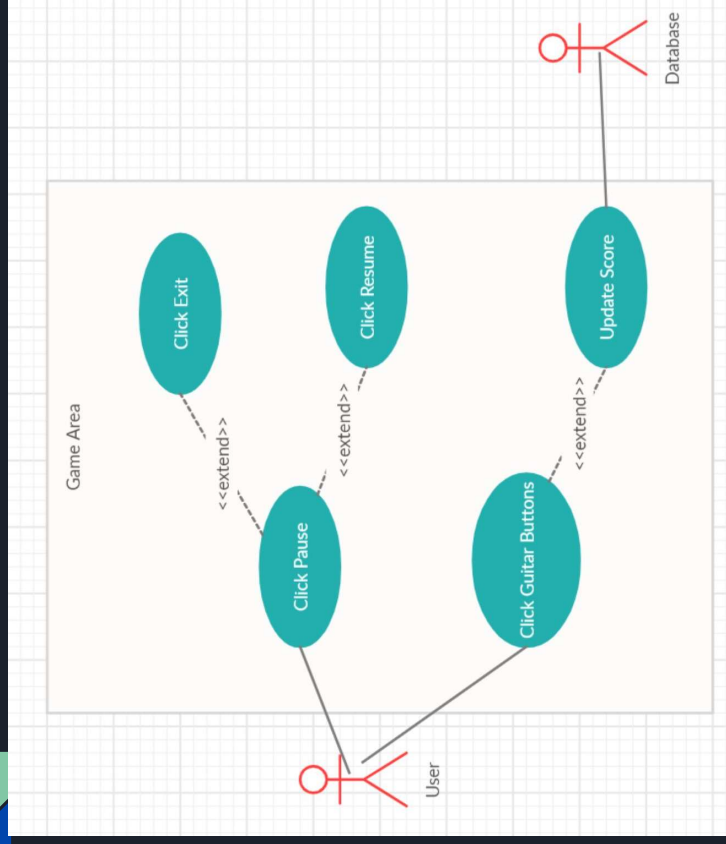|	Begin Date	End Date
Draft gui elements for the projects	10/19/20	10/27/20
Create the layout for the menu screen	10/21/20	10/29/20
Create the layout for the pause screen	10/28/20	11/5/20
Create the layout for the song select screen	10/28/20	11/5/20
Create script for the menu screen	11/11/20	12/9/20
Create script for the game screen	11/18/20	12/16/20
Create script for the pause screen	11/25/20	12/3/20
Create script for the song select screen	11/25/20	12/14/20

Use Case Description

Use Case (Cont.)

Use Case (Cont.)

Game Area

Click Exit
Click Pause
Click Resume
Click Guitar Buttons
Update Score

<<extend>>
<<extend>>
<<extend>>

User

Database
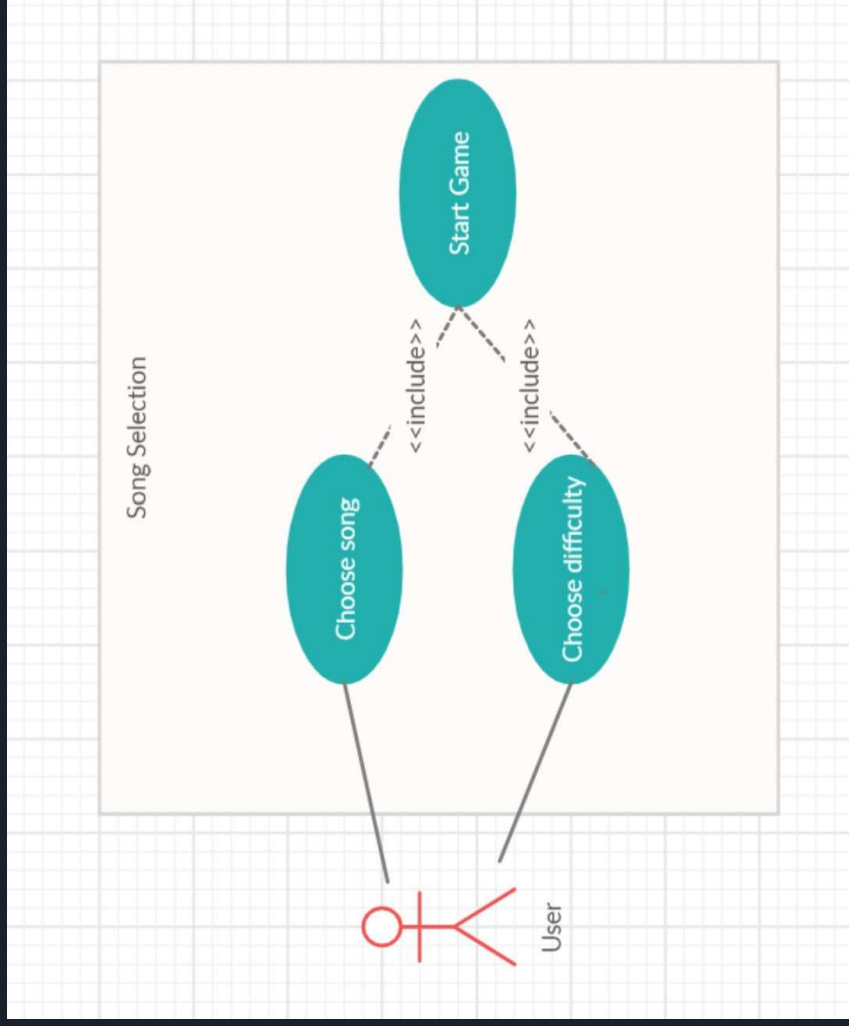
Use Case Description for Game area

Use Case 1: Click Pause
Actors: User
Description: The user will enter this pause menu when the pause button is clicked and
will prompt, quit, and resume buttons as well.
Cross ref: R4.3, R6.1
Use cases: User has to either select a single-player or multiplayer, the song, and the
desired difficulty.

Use Case 2: Click Guitar Buttons
Actors: User
Description: These are the buttons that will be used to play the game and hit the correct
notes.
Cross ref: R6.1, R6.2, R1.1, R2.1, R2.2, R3.1, R3.3
Use cases: User has to either select a single-player or multiplayer, the song, and the
desired difficulty.

Use Case 3: Click Exit
Actors: User
Description: This will exit the game
Cross ref: R6.1, R4.2, R4.3
Use cases: User has to either select a single-player or multiplayer, the song, and the
desired difficulty. The user must be in the pause menu.

Use Case 4: Click Resume
Actors: User
Description: This button will resume the game
Cross ref: R6.1
Use cases: User has to either select a single-player or multiplayer, the song, and the
desired difficulty. The user must be in the pause menu.

Use Case 5: Update Score
Actors: Database
Description: This updates the users score as each button is correctly hit
Cross ref: R3.1, R3.2, R3.3
Use cases: User must click guitar button in order to update the score

Demo

"Imagine you're holding your phone with the app installed and seeing this...

...That's all."

-Thanks, you too (2020)