Keyboard Hero Product Backlog

* Starting the game and choosing songs and difficulties. Effort Needed: Medium
  + Starting the game opens a welcome screen with the options play game, testing, or quit. Effort Needed: Easy Status: Complete
  + Quit game exits the program Effort Needed: Easy Status: Complete
  + Leaderboard will allow the user to choose songs and difficulties and see the top scores that they should aim to beat. Effort Needed: Medium Status: Incomplete due to not having a song list
  + Play game will open another menu called song selection, where you can select the song to play. Effort Needed: Easy Status: Complete
  + Player can select the song that they want to play, or choose to select their own personal song. Effort Needed: Medium Status: Partially Complete
    - If they choose to select a current song, it will offer the different difficulties and show the top score for each difficulty. Effort Needed: Medium Status: Incomplete due to Copyrights
    - If they select to choose their own song, they are brought to a selection where they will select the song file in a form of a wav that they wish to play. This song is then ran through the beatmap generator to create the game, and added to the list of songs. Effort Needed: Medium Status: Complete
  + Will then pass the song and difficulty to run\_game, which will start the game. Effort Needed: Easy Status: complete
* Beatmap generator Effort Needed: Hard
  + Will take a song in the form of a wav file and generate a beatmap from it. Effort Needed: Medium Status: Complete
  + Enables users to play the game to whatever song they want, allowing more customization. Effort Needed: Easy Status: Complete
  + Will automatically scan the song, and then output a series of commands in the form of a JSON file that will generate the notes used when playing the game. Effort Needed: Hard Status: Complete
* Playing the game Effort Needed: Medium
  + The player can check their score as they are playing it. Effort Needed: Easy Status: Complete
  + If their score drops below a certain amount, they will be stopped. Effort Needed: Medium Status: Incomplete
  + Getting multiple notes right will chain for a combo, increasing the amount of points scored. Effort Needed: Medium Status: Complete
  + In this game, there will be three difficulty levels of easy, medium, and hard. Each level will increase the amount of notes. Effort Needed: Easy Status: Complete
  + There are two modes for this game: a classic note dropping mode, and a visual note mode similar to the game osu. Effort Needed: Medium Status: Complete
  + For the classic mode:
    - There will be two types of notes, click notes and hold notes. Effort Needed: Medium Status: Incomplete
    - The notes will drop down as the music plays, and then the player will score based on their timing for their button clicks. Effort Needed: Easy Status: Complete
  + For the osu mode:
    - The notes will be circles generated that require the player to click them at specific timing. Effort Needed: Medium Status: Complete
    - The clicking time will impact the score. Effort Needed: Easy Status: Complete
  + After the game, if you win you will see the high scores, and if your score is high enough you will be able to enter your name in the high scores. Effort Needed: Easy Status: Complete
* Leaderboard Effort Needed: Medium
  + Will have an online stored leaderboard for all of the songs, modes and difficulties. Effort Needed: Hard Status: Incomplete, mySQL database is currently local domain. Couldn’t host one online
  + Lets players compete with their friends or strangers across the world. Effort Needed: Medium Status: Incomplete
  + When a player’s score is high enough to be included in the leaderboard, they will enter their name, after which the song, difficulty, and score will be stored to a database in MySQL. Effort Needed: Medium Status: Complete
  + The leaderboard will be shown after the player plays a game, or if they select leaderboard in the main menu. Effort Needed: Medium Status: Complete
  + The highest score for each song and difficulty will be shown in song selection. Effort Needed: Medium Status: Incomplete