

Drummer VR Script Guide.

Game Mode Scripts:

In game mode, every level requires:

- 1) Extraction of the number of musical notes and their time of occurrence during the song.
- 2) Spawning a group of game objects, where each corresponds to a musical note
- 3) Moving the game objects in space towards their respective instruments in such a way that they arrive according to their specified time of occurrence which was extracted in task 1.
- 4) Handling Score attempts
- 5) Handling Score counter and Combo counter
- 6) Displaying Score counters.
- 7) Music Sync with visuals

The following table specifies the name of the script that handles each task.

Task	Script Name
Extraction of notes from .txt file and spawning them.	(Hats,Snare,Kick) analyze
Moving The game objects in space.	(Hats,Snare,Kick) notes
Handling Score attempts	ScoreManSnare (for the Snare) ScoreManager (for the Hi Hat) KickScore (for the Kick Drum)
Handling Score counter and Combo counter.	ScoreHandler
Displaying Score Counters	UpdateScore
Music Sync with Visuals	SyncMaster

Jam Mode Scripts:

In jam sessions, the main task is to detect stick hit events with the instruments of the drum and play the sound of each instrument with the sound level being dependent on the strength of the hit from the player.

The following table specifies the name of the script that handles each task.

Task	Script Name
Detection of (Stick-Instrument) hit events and playing sound	ReactHat