

Reflection

Progress

For the proposal, I had prepared the dance moves and associated them with keys.

Since then, I added the **instructions** for the dance moves.

They are coming down on the screen to the “limit” (position representing the moment when the dance moves must be executed, the user must press the correct key to success).

Then, the instructions disappear. For the moment, they appear randomly because I have not timed it yet with the music.

I did the **detection of hit and miss**. When an instruction reaches the bottom limit without the correct user input, it is considered as “missed”. There are three possible feedbacks:



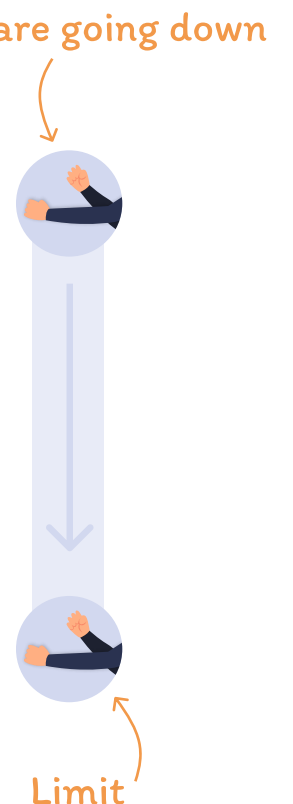
Hit



Missed



Incorrect



The detection of hit and miss is quite a **challenge**. The logic behind it is complex, because of the management of the delays, the arrival of instructions and the user input.

I included **messages management** in case of success or failure. I created several possible sentences for each one, and they show up randomly.

I created a first draft of a **progress bar** that grows as time passes (will have to be refined and synchronized with the duration of the music).

I added a **score** variable that increases if the player completes a move successfully or decreases if they don't. The progress bar and the score appear at the bottom of the screen.

Plans for future work

Prepare **choreographies**:

- Find 5 songs and edit the duration if needed.
- Analyse the beat / time signature of the songs.
- Determine which instructions will be displayed at specific moments in the song, and convert into frames.
- Create animations.

Prepare a screen at the **end** of the song and another one for the end of the whole game:

- Display score.
- Determine if the player has won or lost the song or game.

Prepare the screen with the **map**.