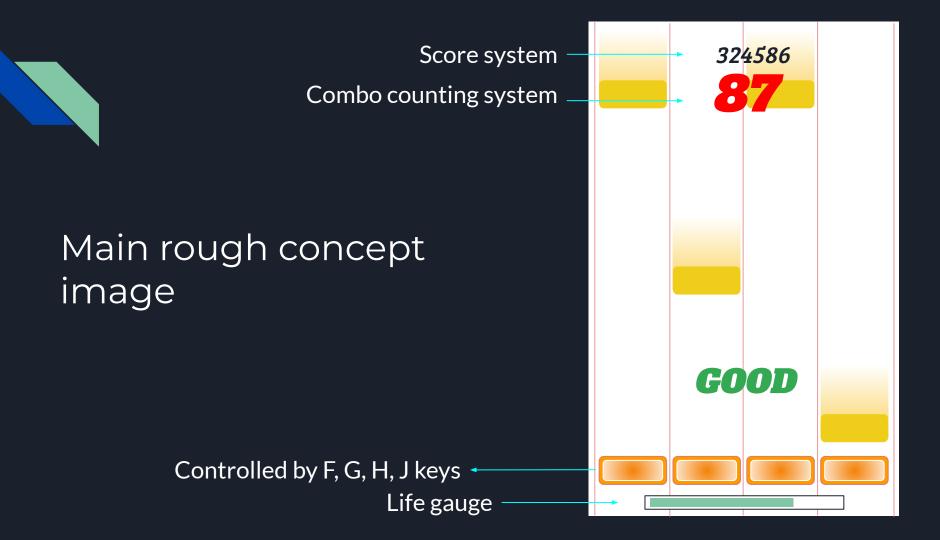
Final Project Plan & Proposal: Rhythm Game

20201914 박지현 Introduction to Visual Media Programming

Game mechanics

- 1. A rhythm game consisting of 4 sets of tiles.
- 2. Notes will fall down from the top of the screen.
- 3. A score system depending on accuracy of the pressed keys.
 - a. Accuracy: Perfect, Great, Good, Bad, Miss
- 4. A combo counting system (number of accurate notes played continuously). Combo restarts from 0 with every Bad or Miss note.
- 5. A life gauge which decreases with every Bad or Miss note.



Tile map & Game level control

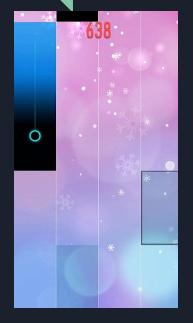
- The tile map is not random, it will be predefined by code.
- There will be 2 levels: Easy & Hard.
 - These levels will have a different tile map and different speed of the falling notes. (probably fps)

Flow When life = 0 Game Over List of notes Life starts at 100. Life (tile map) decreases 5 points by Life Bad notes and 10 points by Miss notes. **Falling** notes 5 lists by accuracy. Perfect, Score will go up by a collision Score Great, Good, certain number Bad, Miss depending on accuracy. Player tiles List of well played notes go inside a list. Combo The combo counts the notes in that list. When Bad or Miss note, Combo = 0Create new list

Assets needed

- PNG of player tiles and falling tiles
- Font
- Background music
- Sound effect of pressed tiles

Reference games







VOEZ

Night in the Woods

Piano Tiles