



Final Project Plan & Proposal: Rhythm Game

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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.

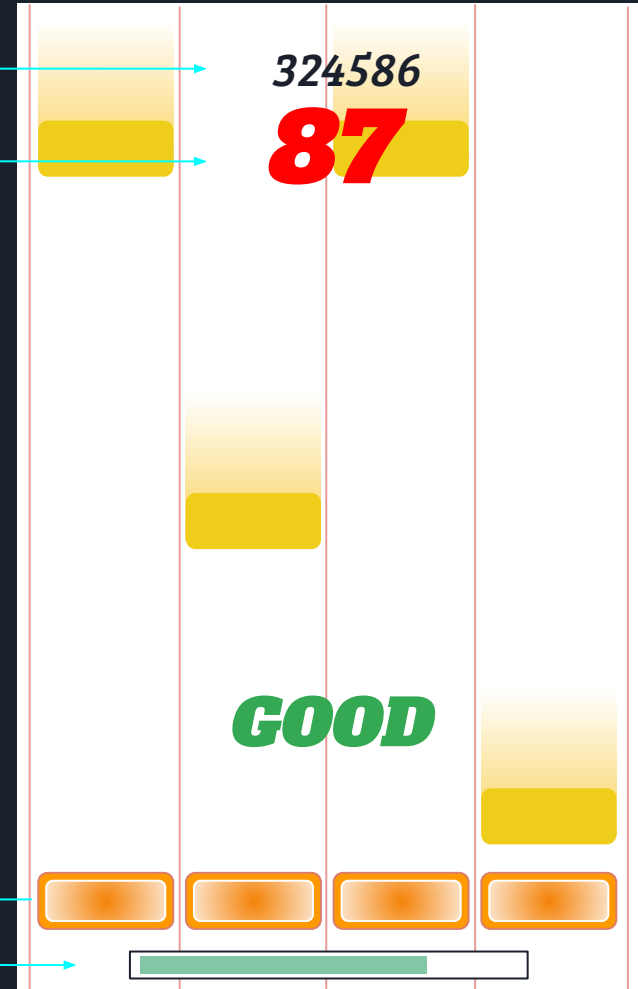


Main rough concept image

Controlled by F, G, H, J keys

Life gauge

Score system
Combo counting system

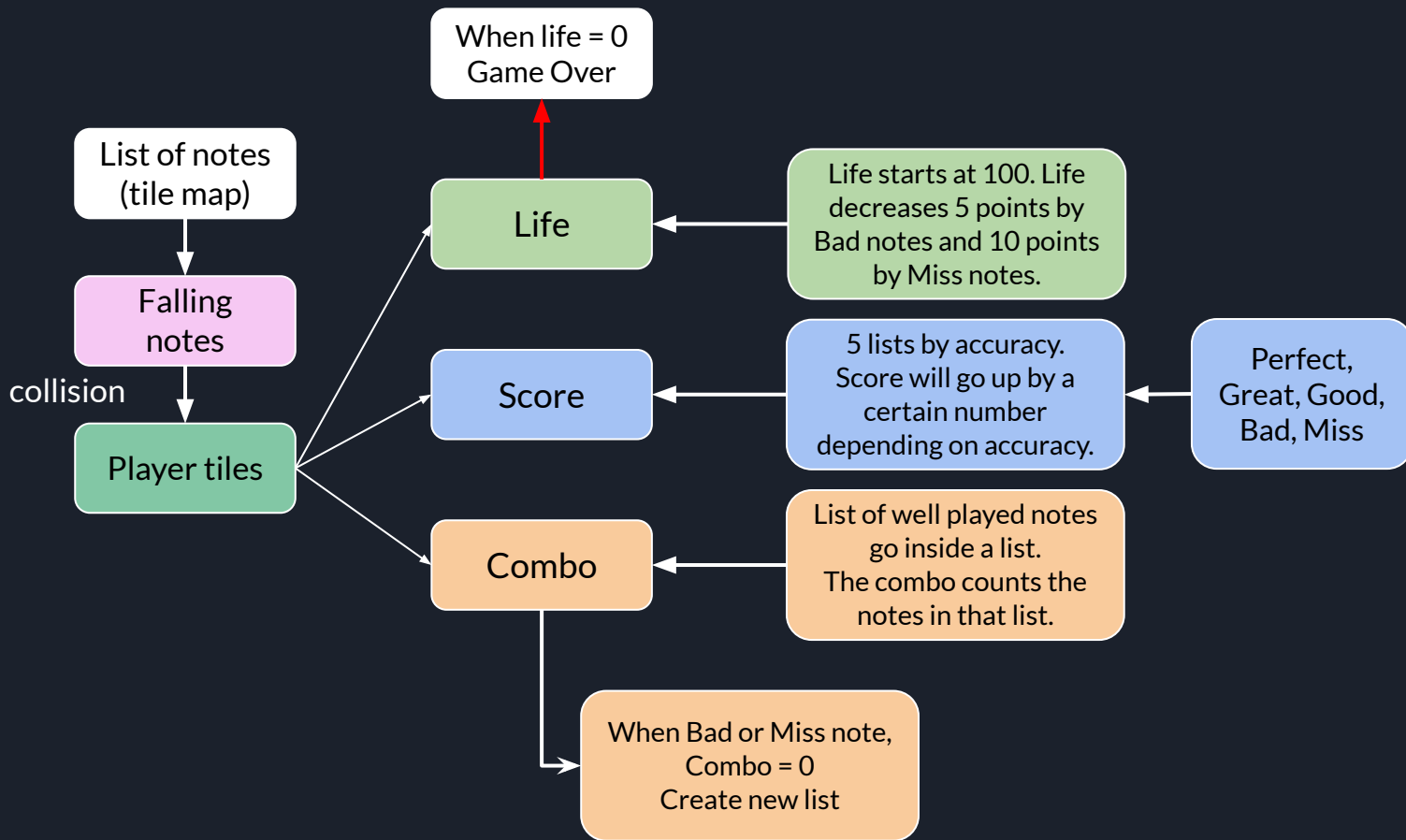




Tile map & Game level control

- 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





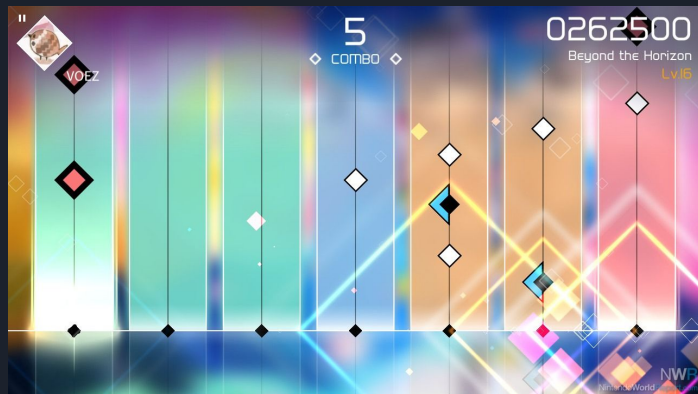
Assets needed

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

Reference games



Piano Tiles



VOEZ



Night in the Woods