How to make a Rhythm Game

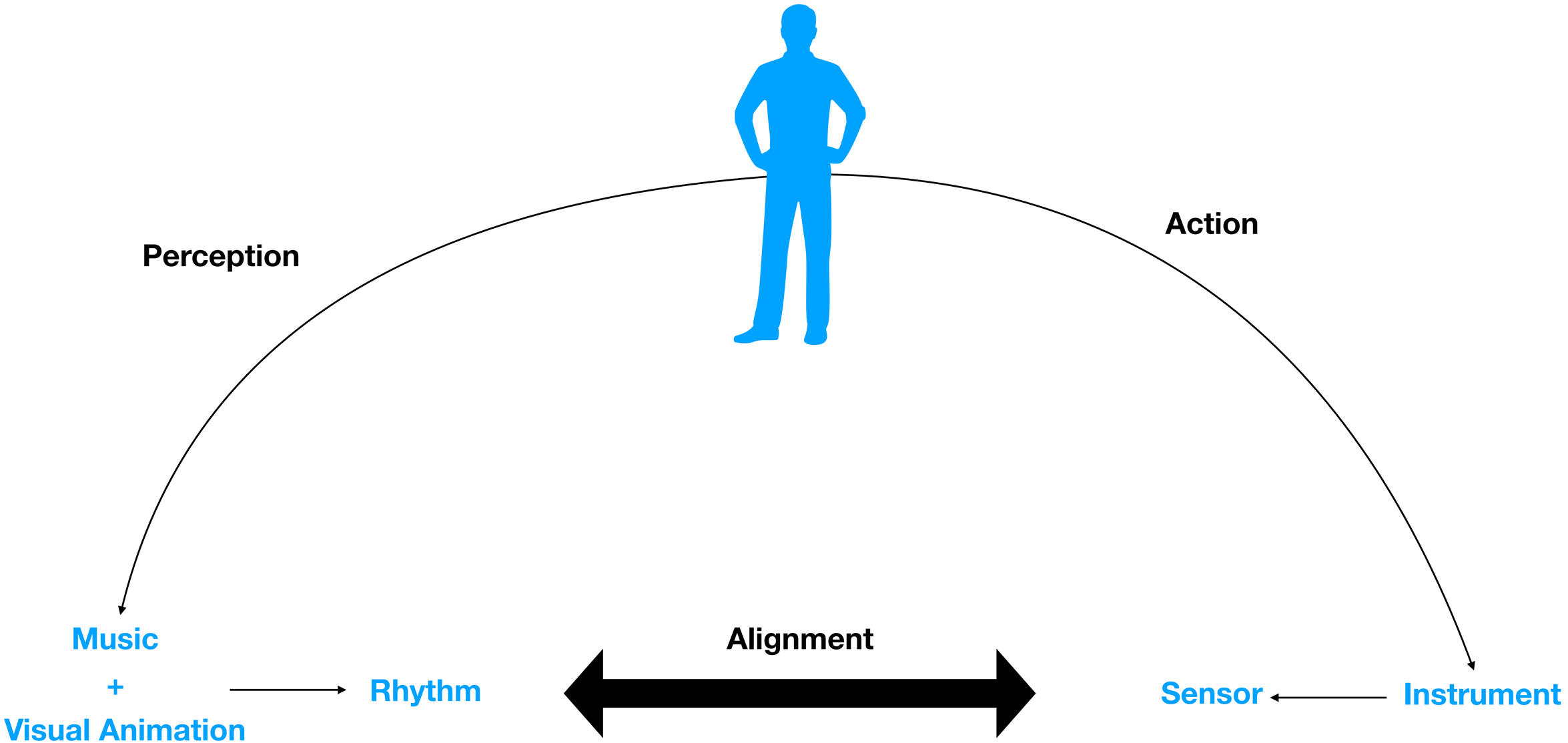
Willian

Recap

太鼓の達人
たいこのたつじん

Taiko no tatsujin

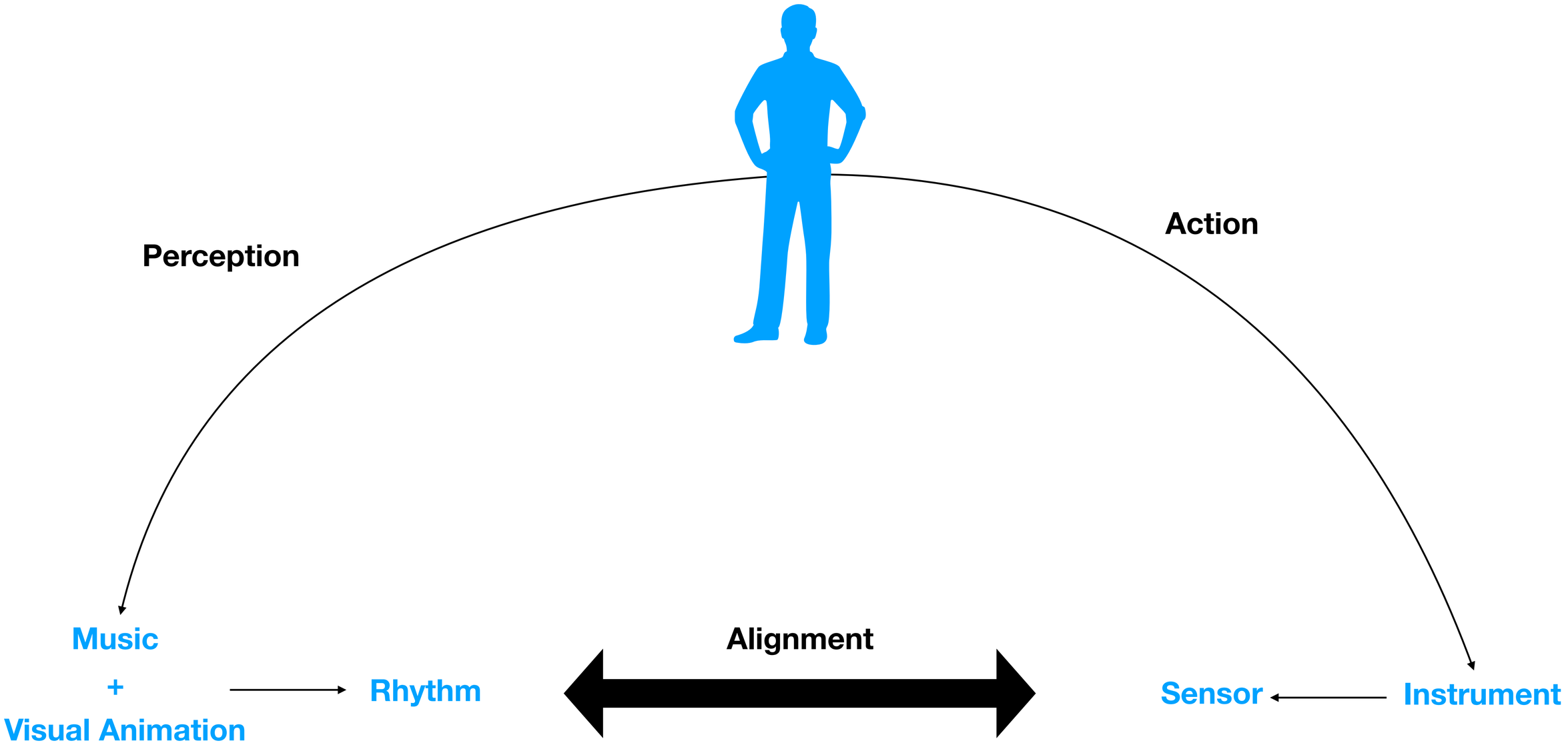
Rhythm game paradigm



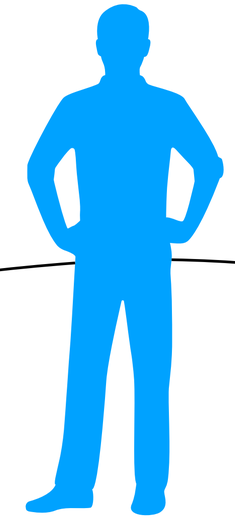
Freestyle

For DDR

Rhythm game paradigm



Rhythm game paradigm



Perception

Action (Of Performance)

Music

+

Visual Animation

Rhythm

(Multi dimensional)

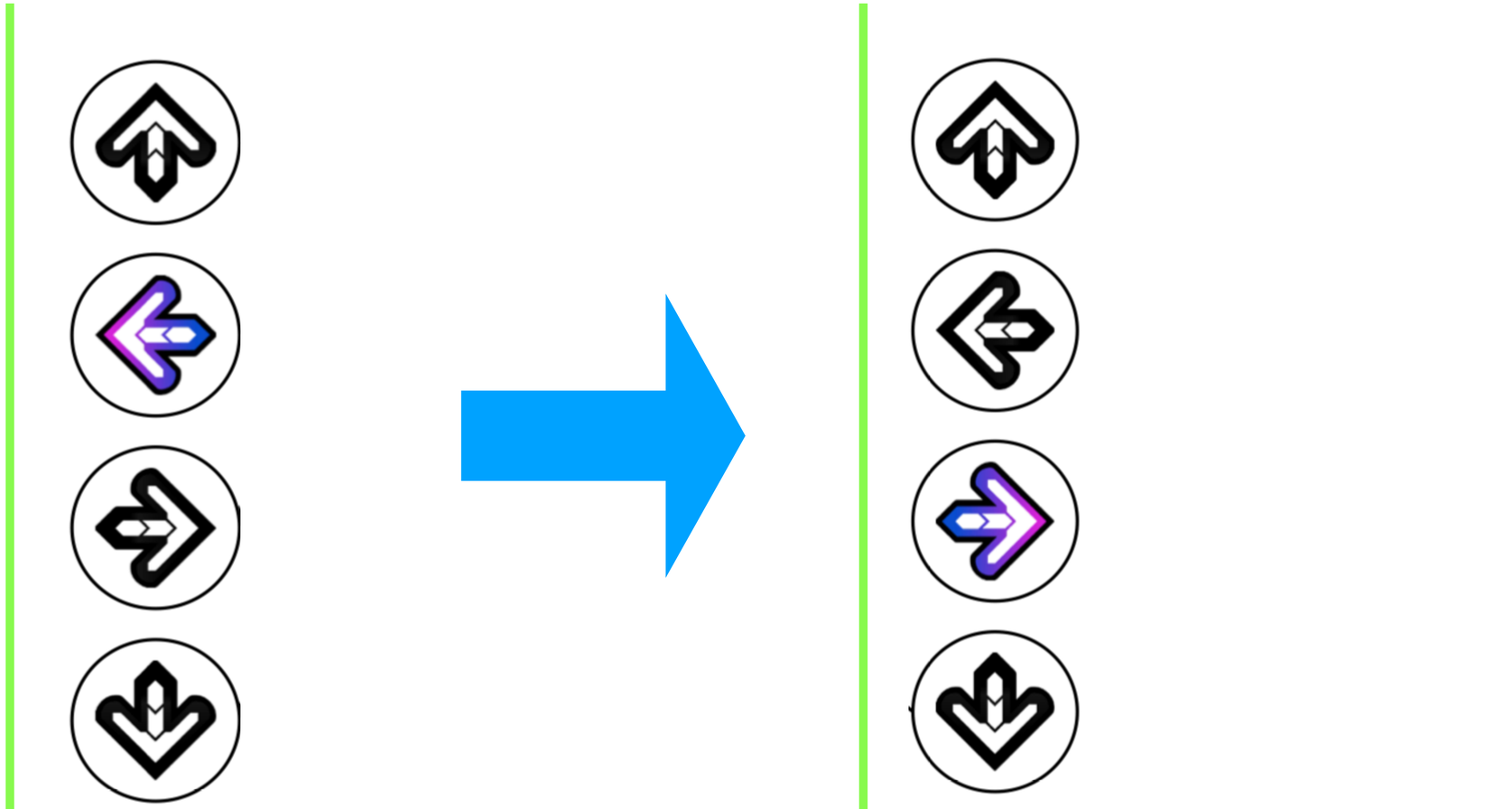
Alignment

(Multiple)

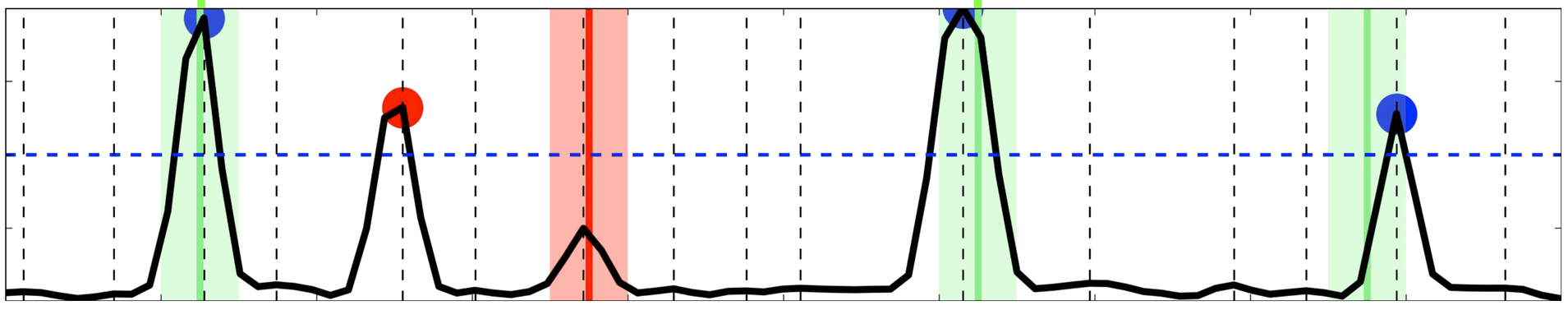
Sensor

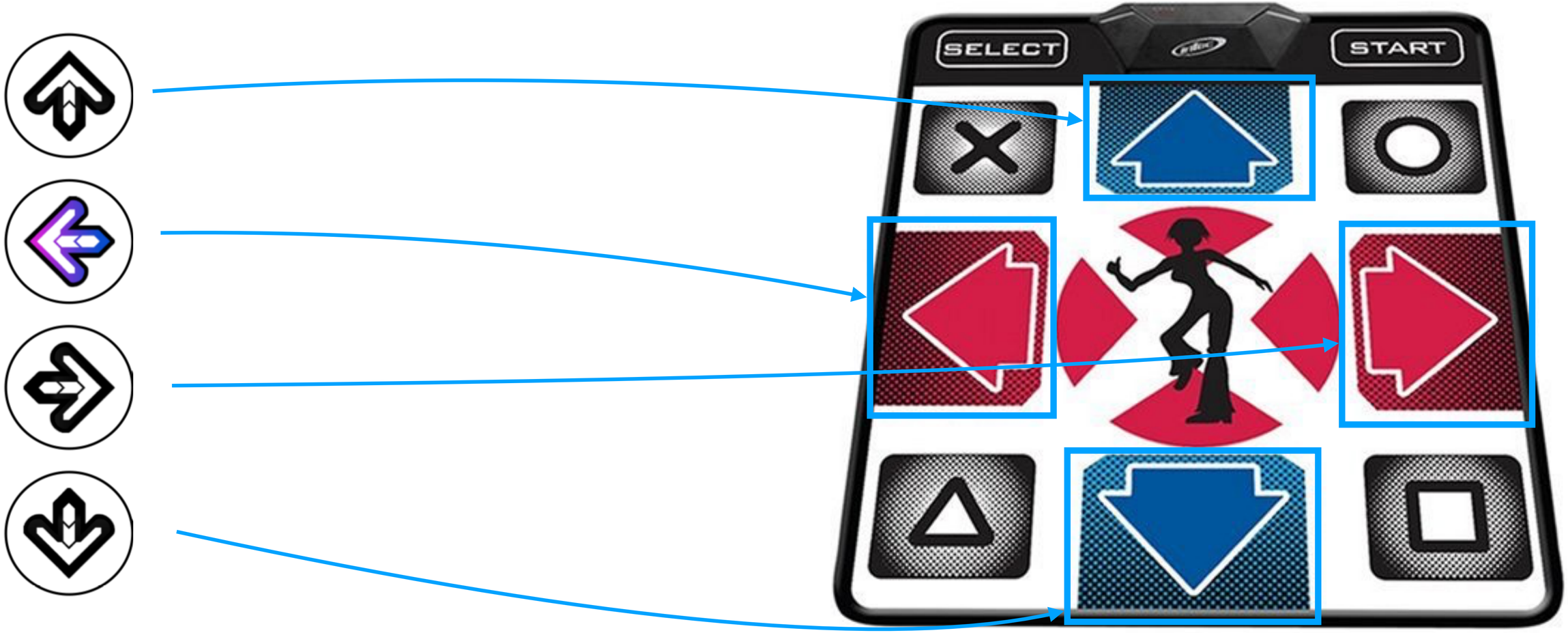
Instrument

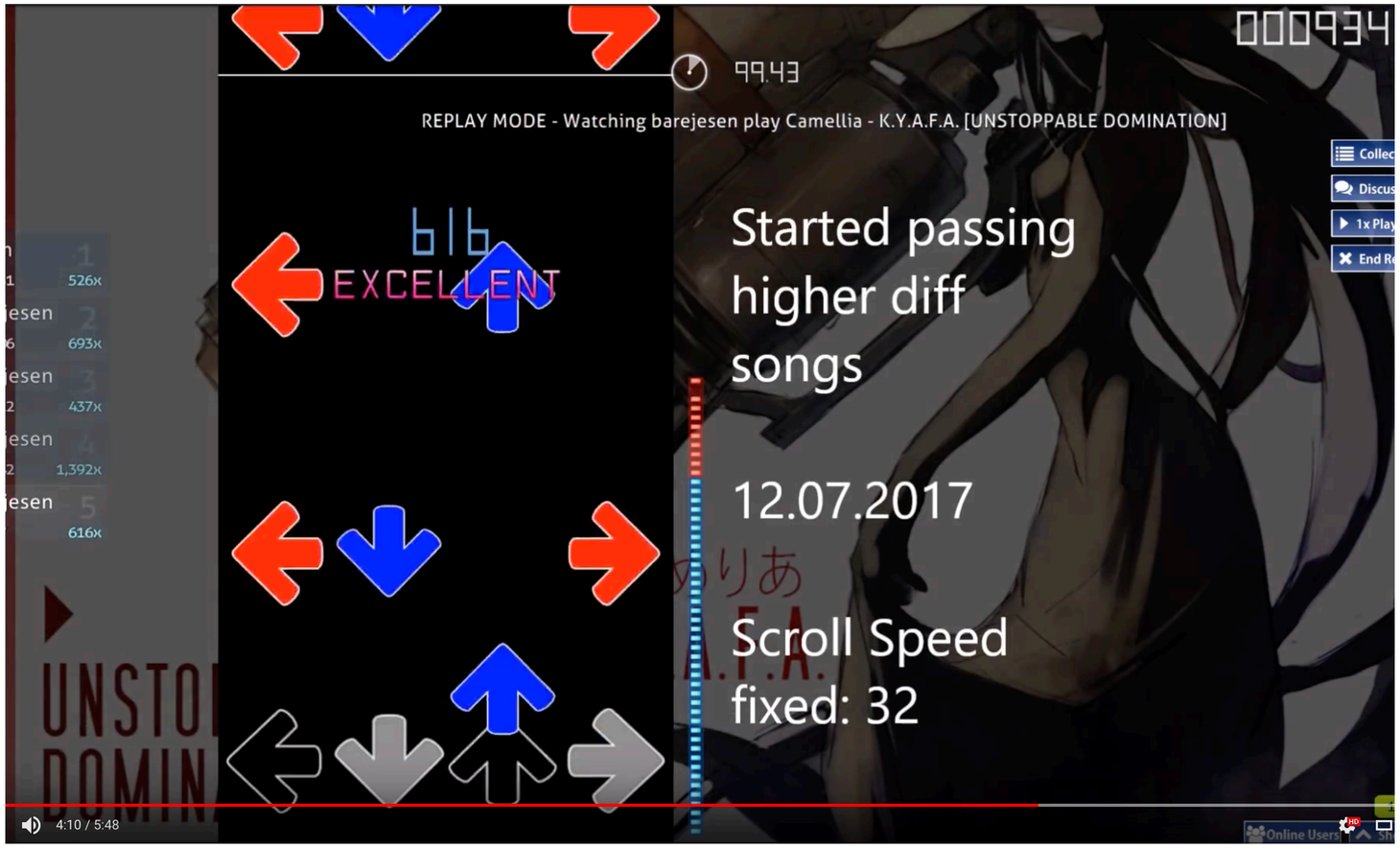
Dance Note



Music Audio




SELECT
START


000934
99.43
REPLAY MODE - Watching barejesen play Camellia - K.Y.A.F.A. [UNSTOPPABLE DOMINATION]
616
EXCELLENT
Started passing higher diff songs
12.07.2017
Scroll Speed fixed: 32
526x
693x
437x
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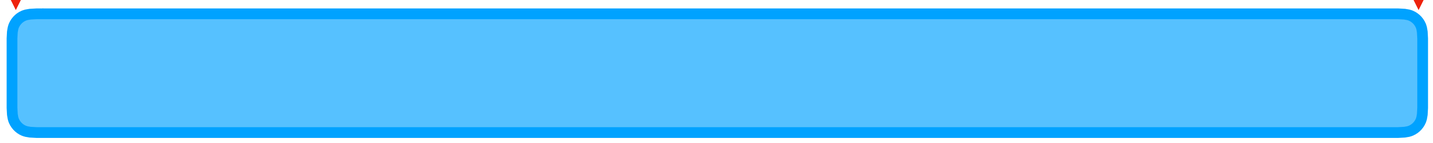
4:10 / 5:48

OSU! mania

Simple Scenario

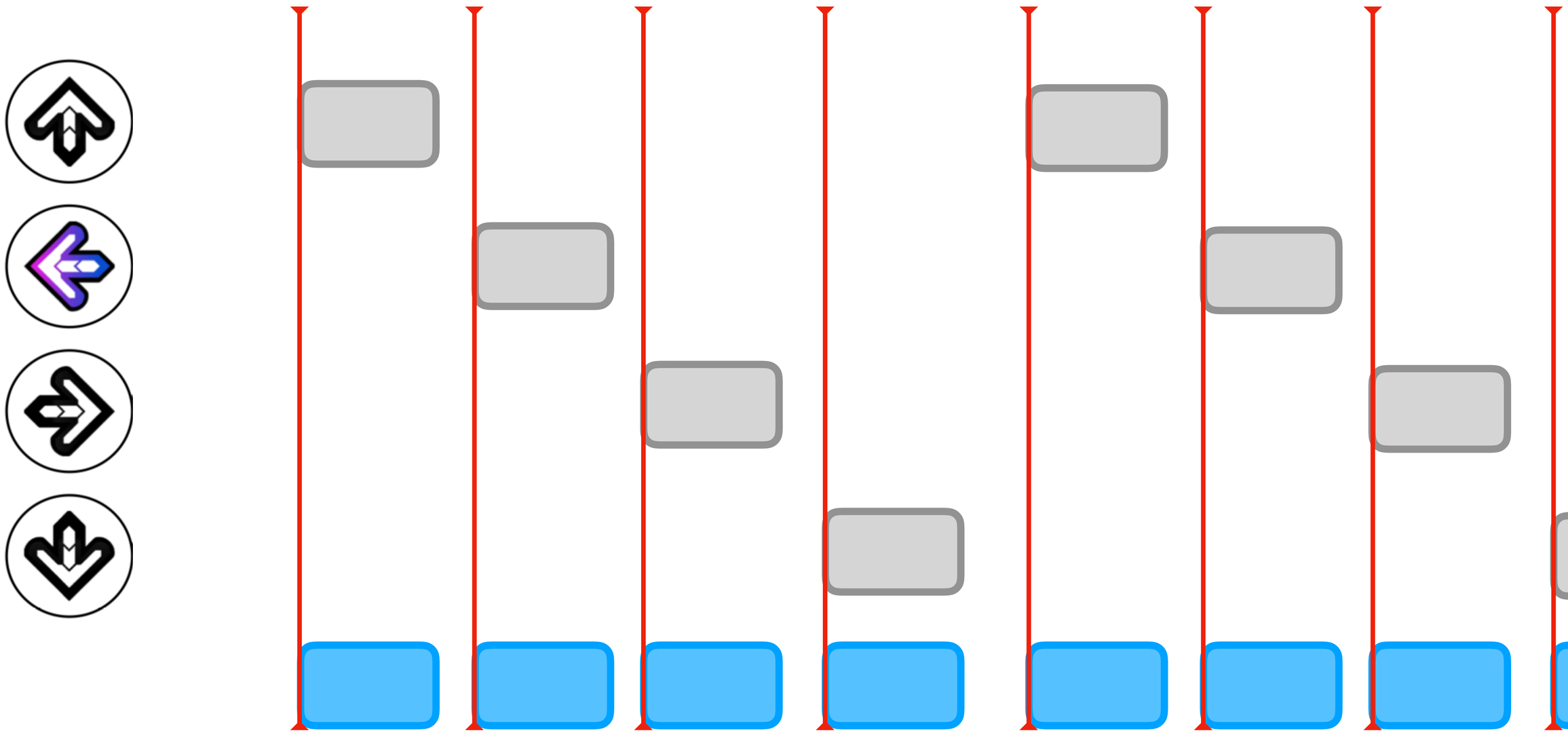
Press

Release

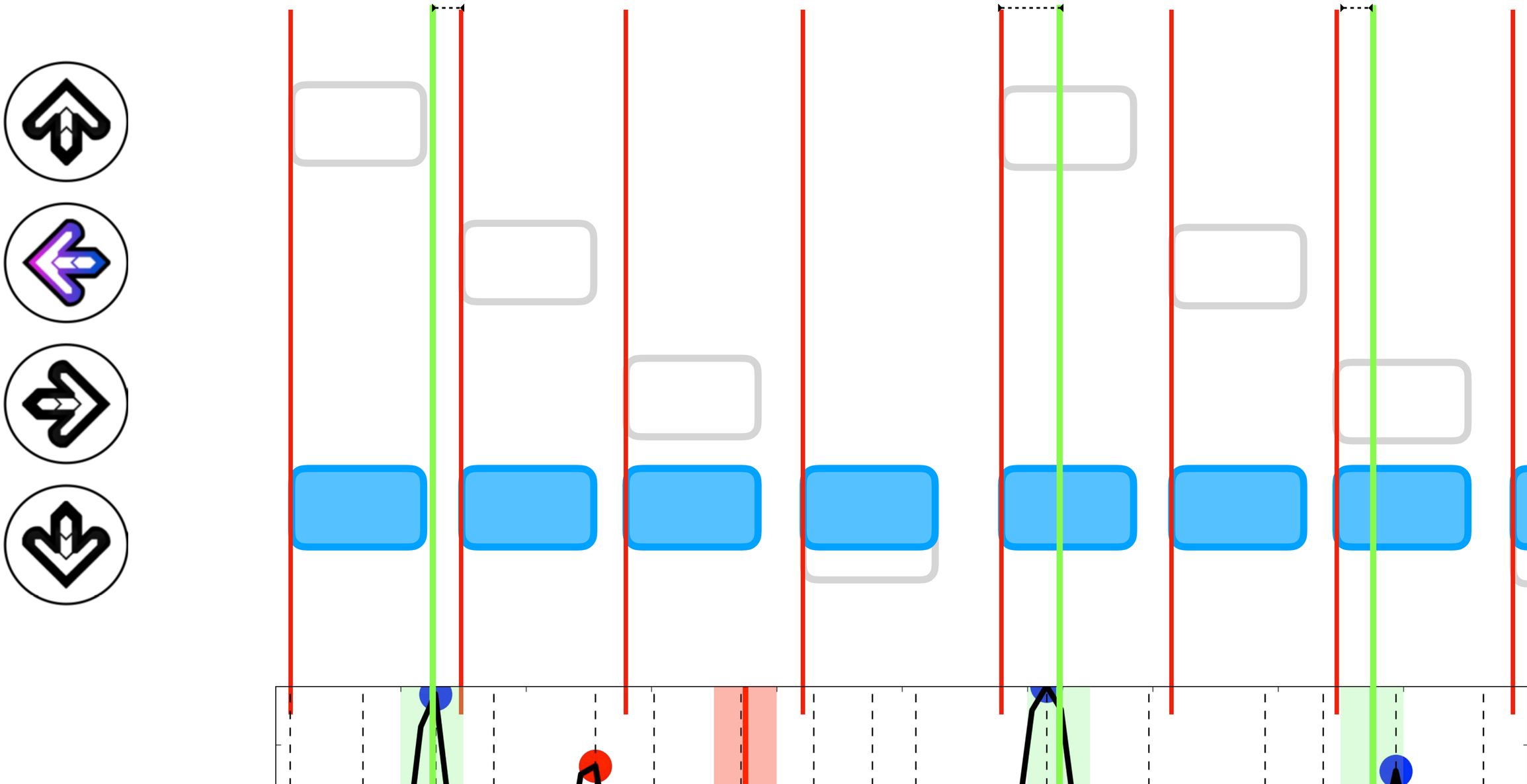


Simple Scenario

Simple Scenario

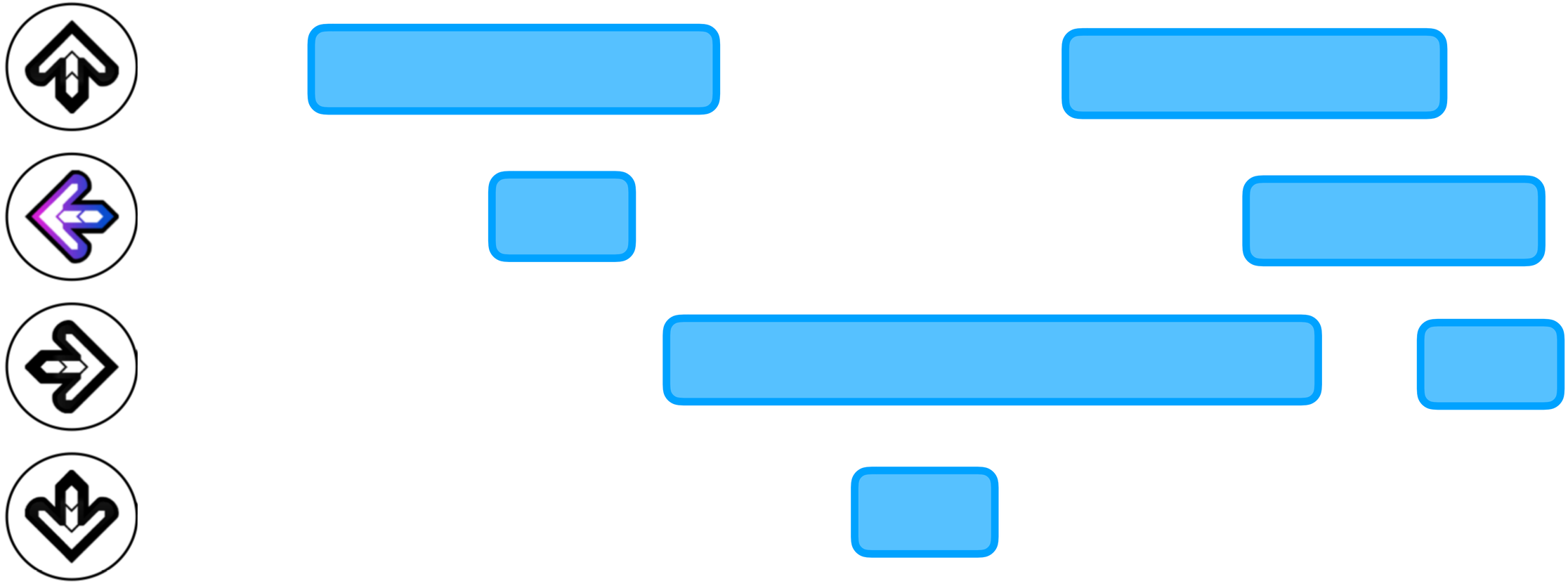


Simple Scenario

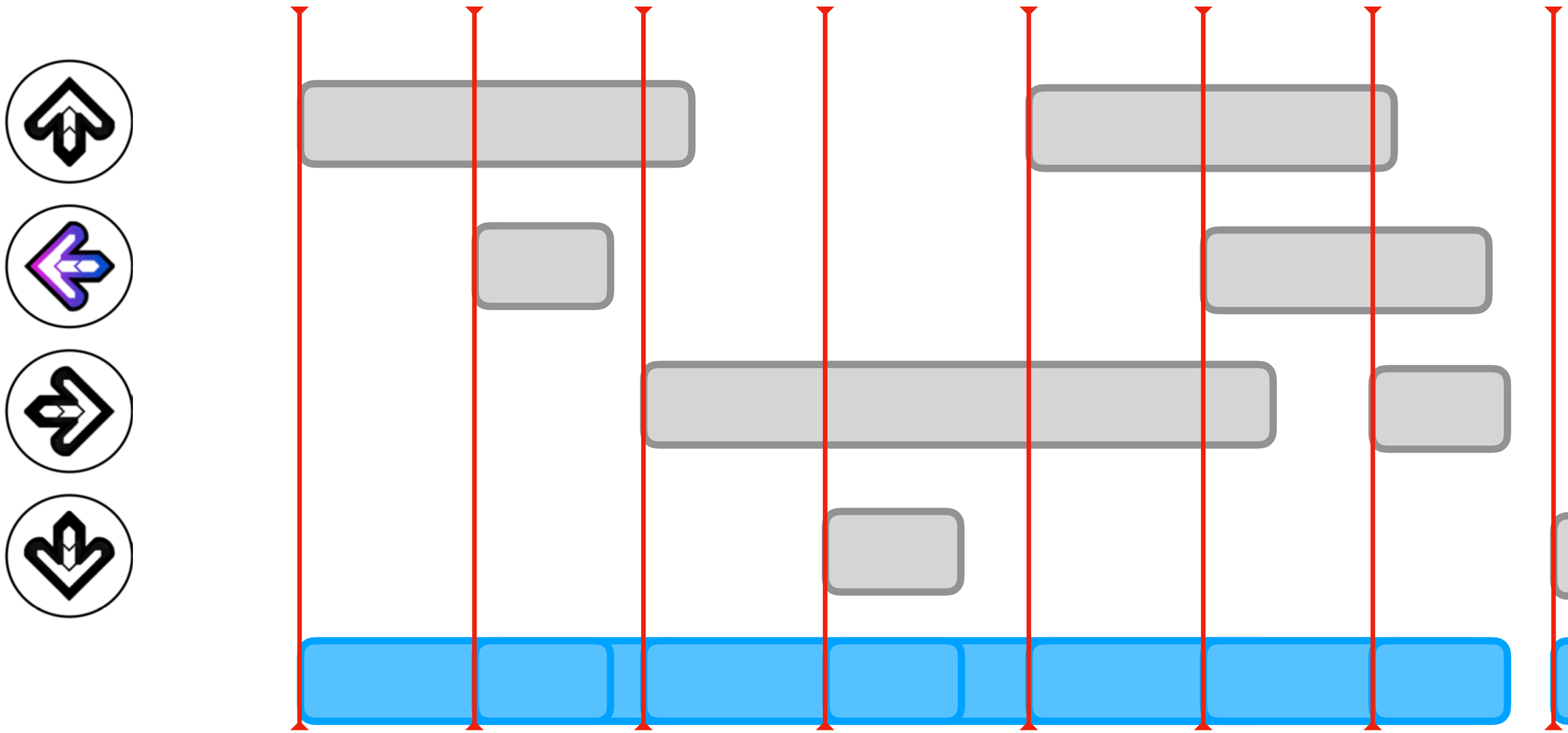


A little bit complex

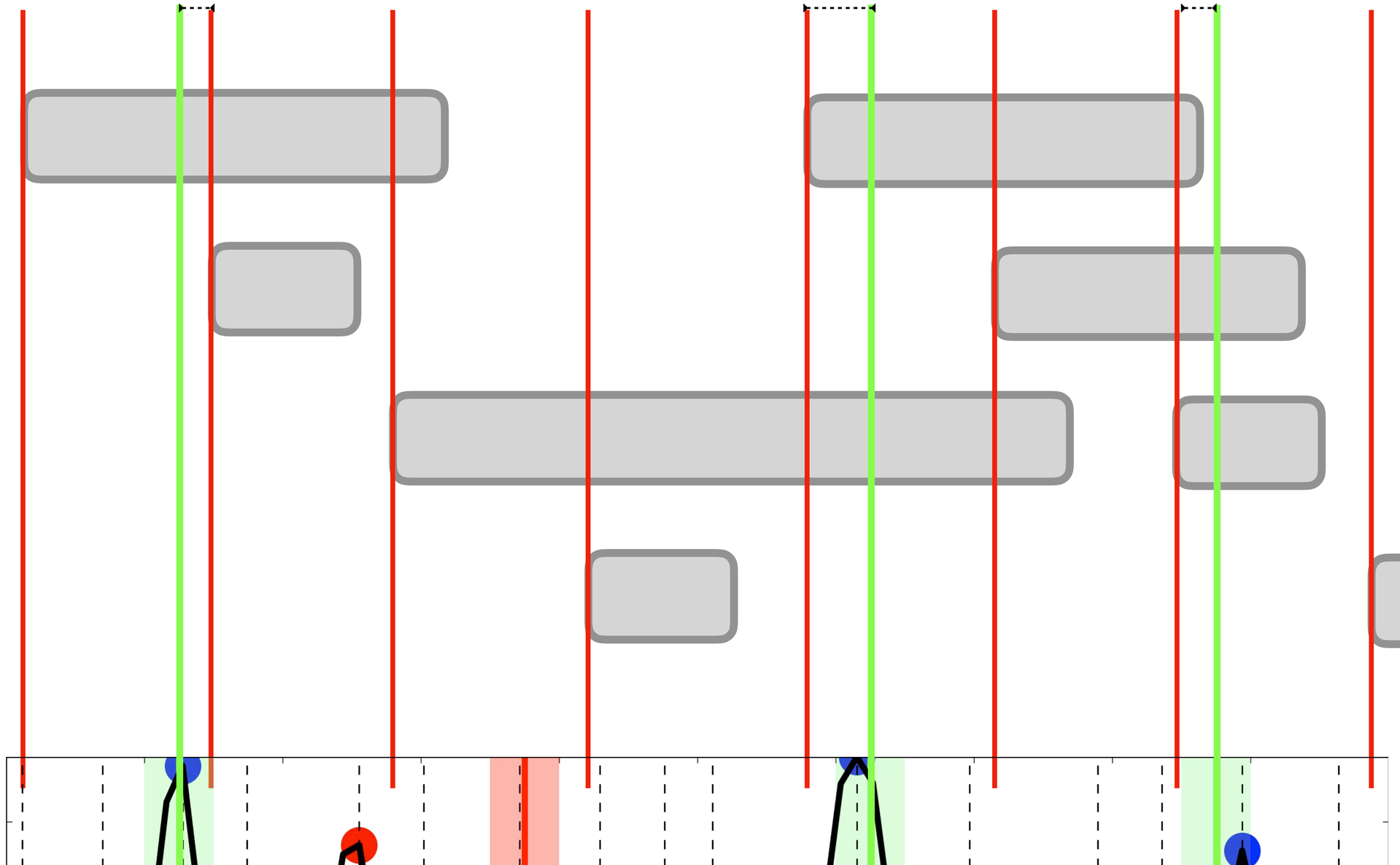
General Instant Scenario



General Instant Scenario

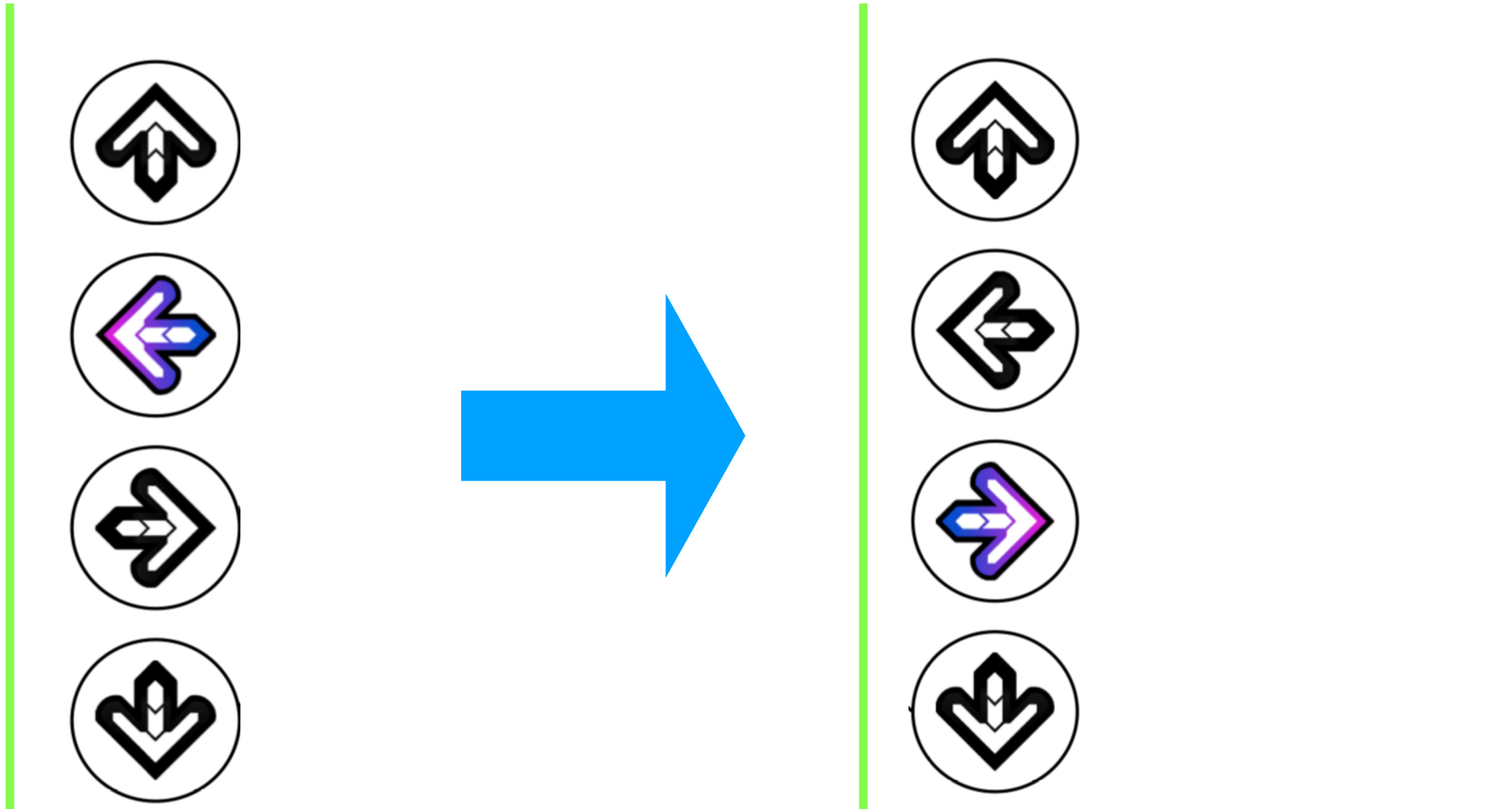


General Instant Senario

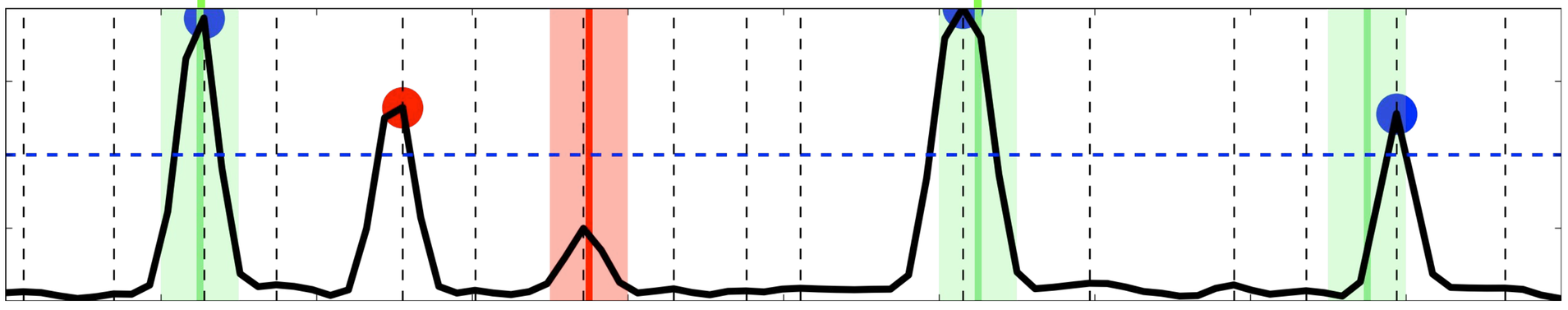


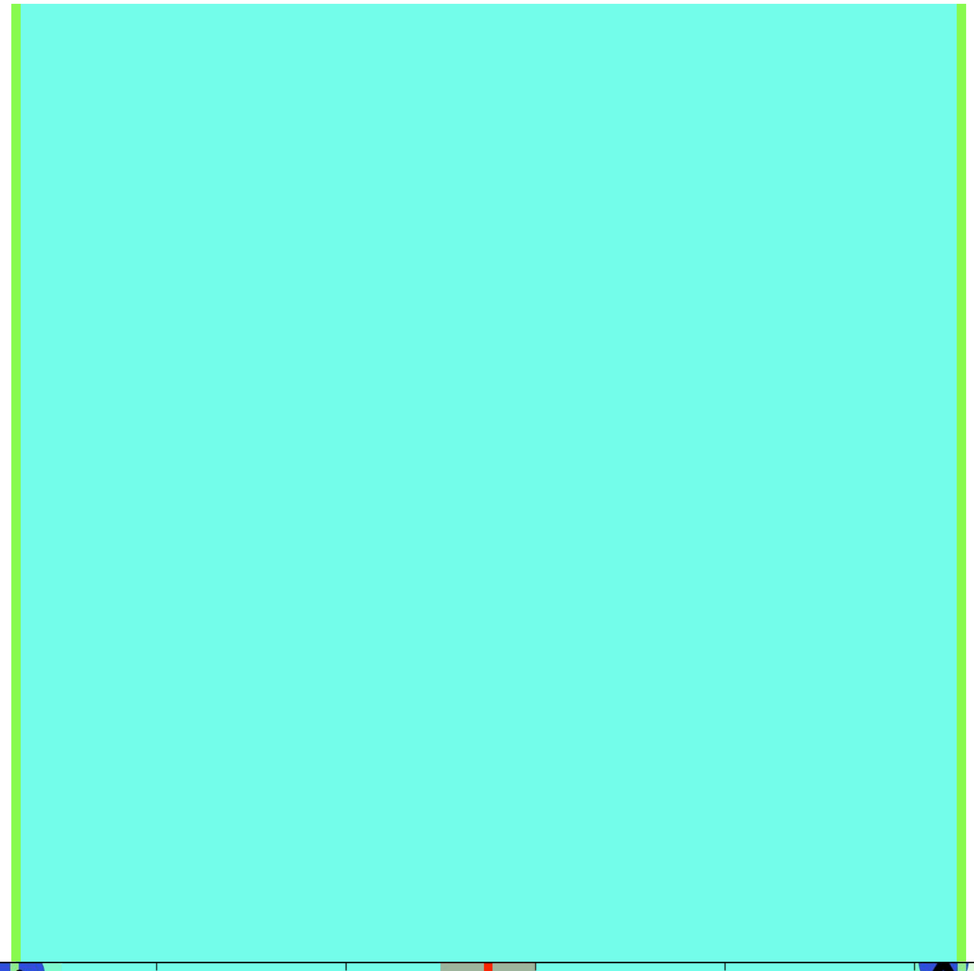
Not Instant?

Notes



Music Audio





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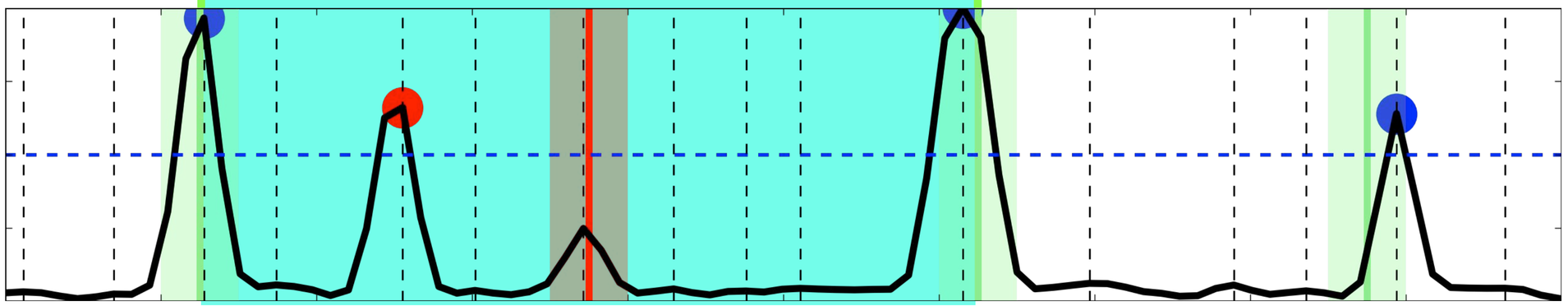
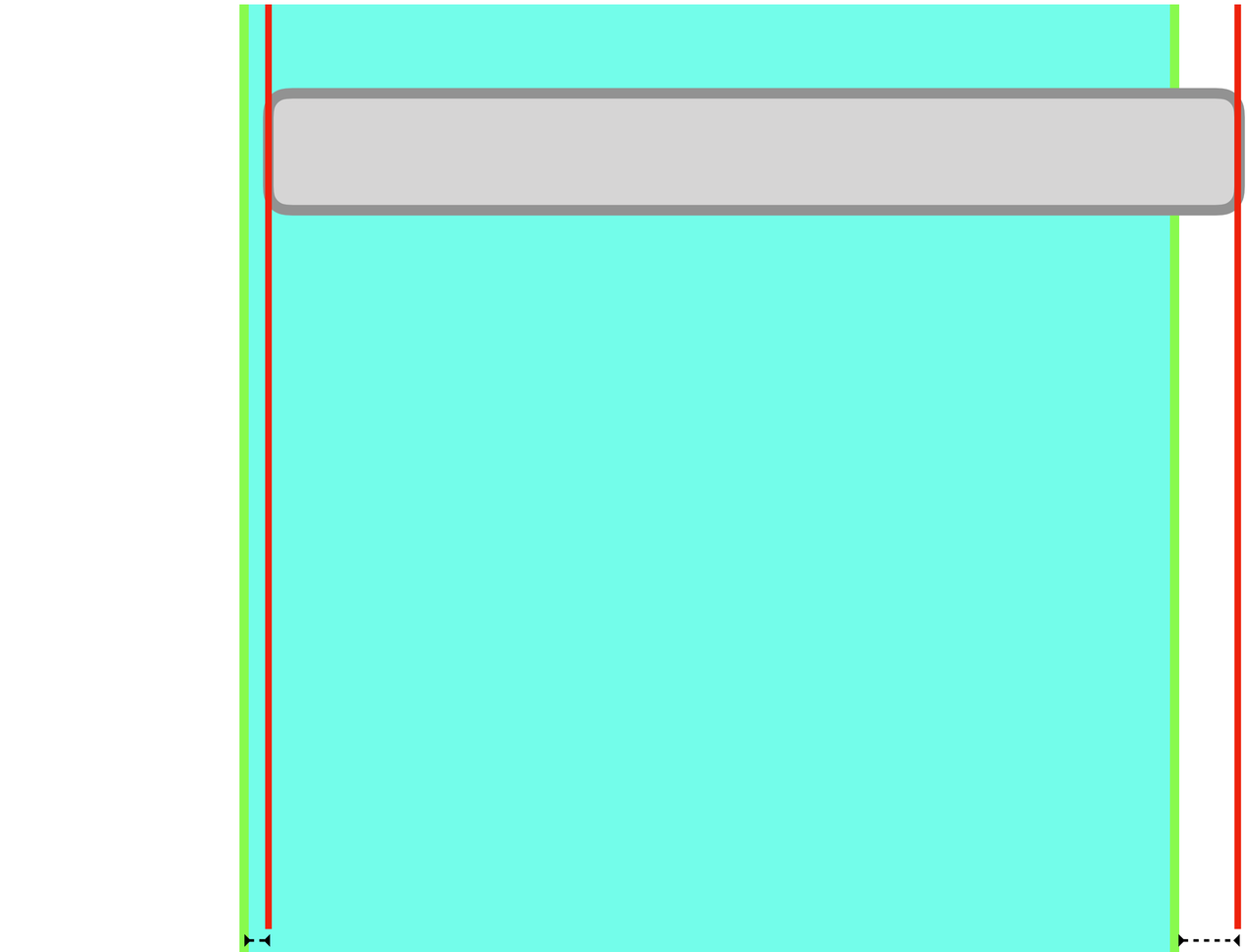
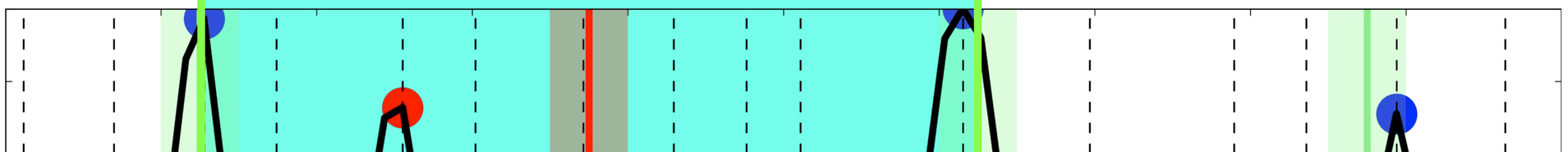
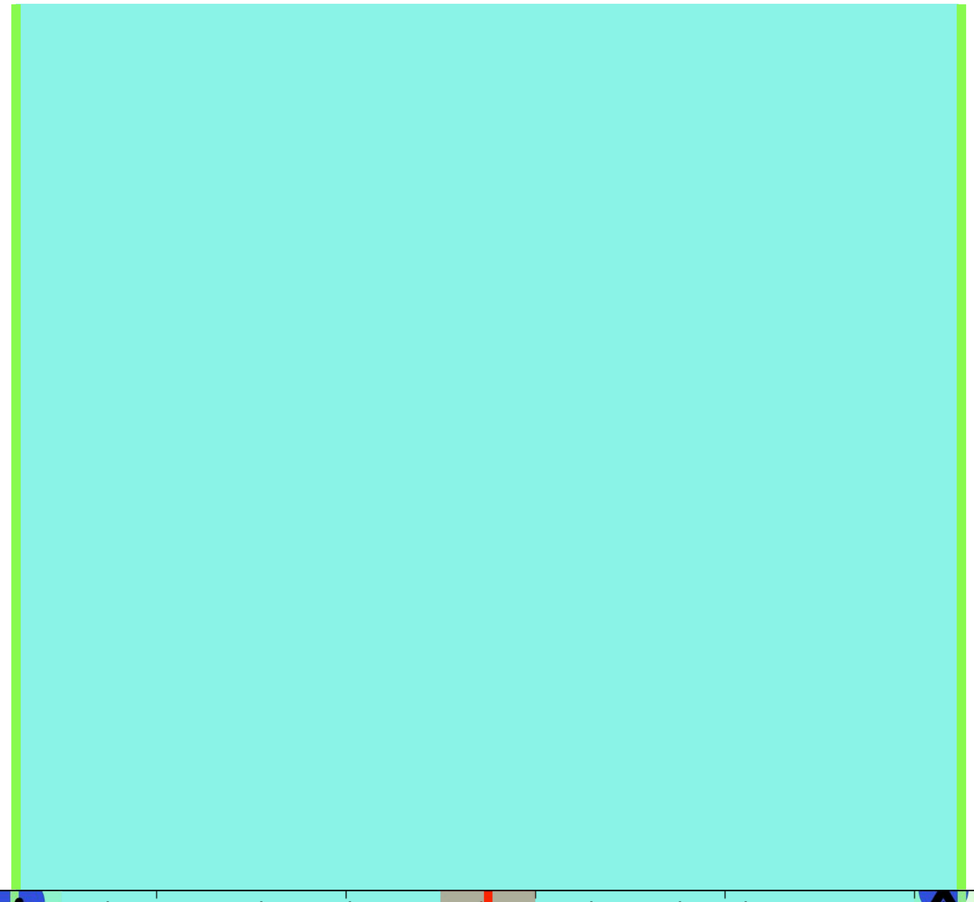


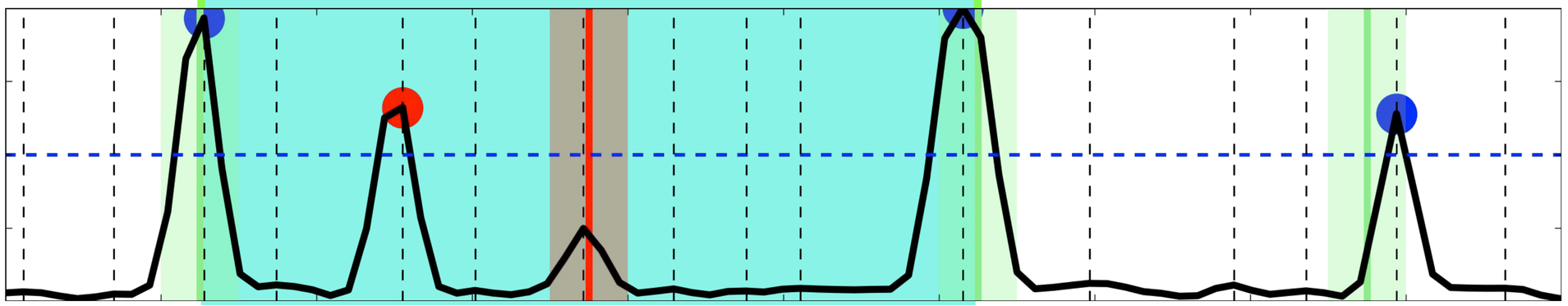
Continuous Scenario





Now Problem

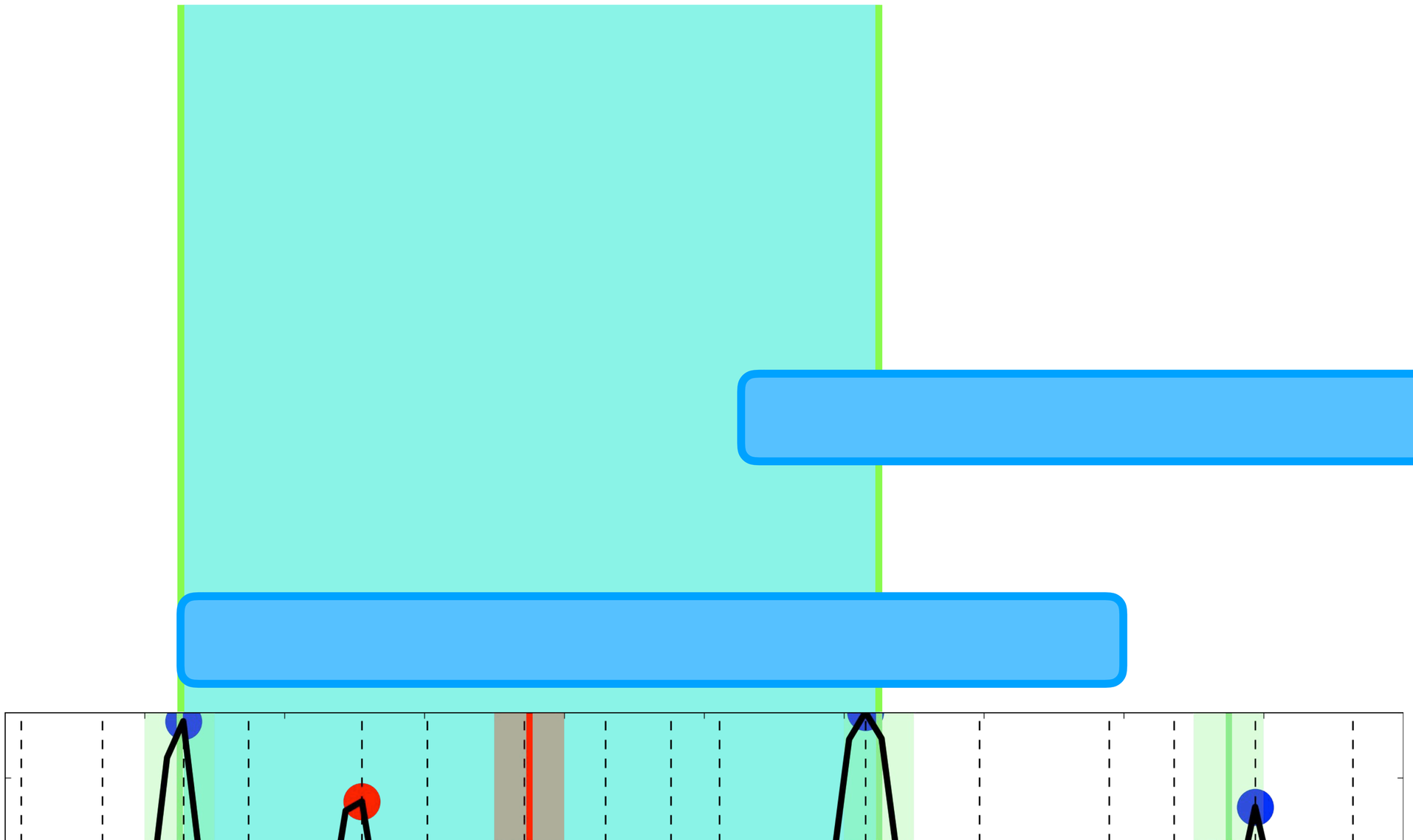




Music Audio

Continuous /w single-dimensional beatmap

Problem



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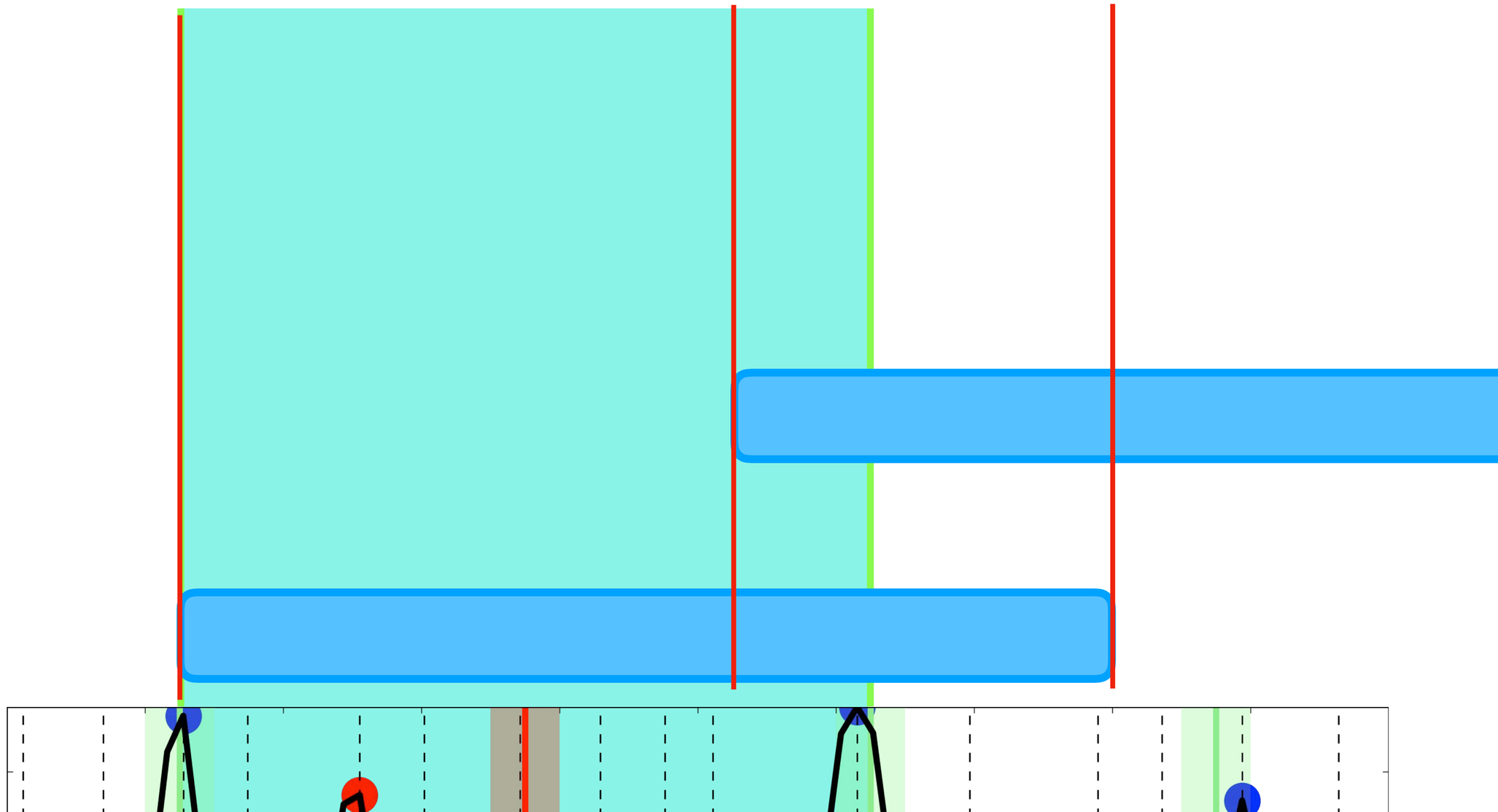

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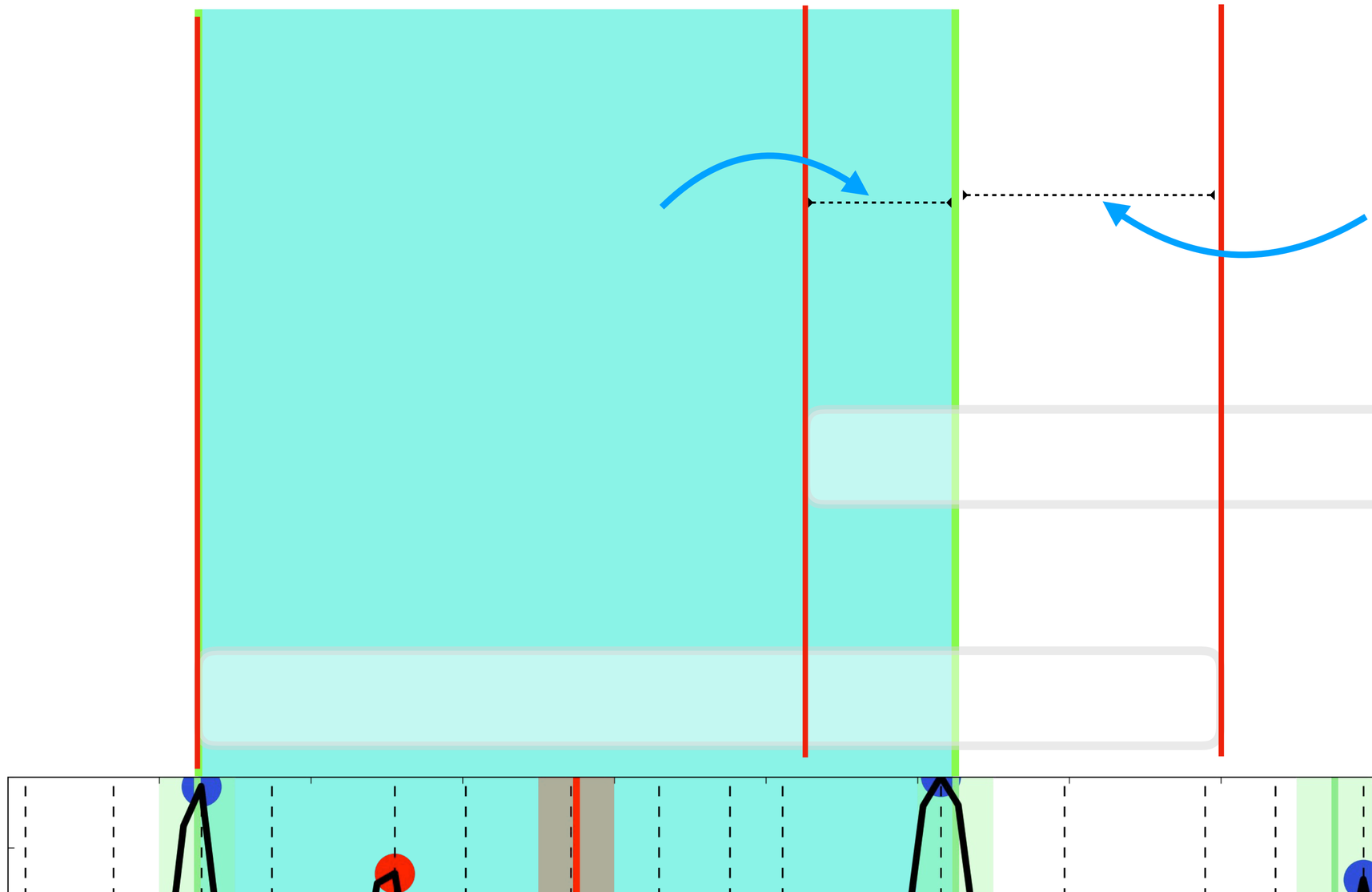
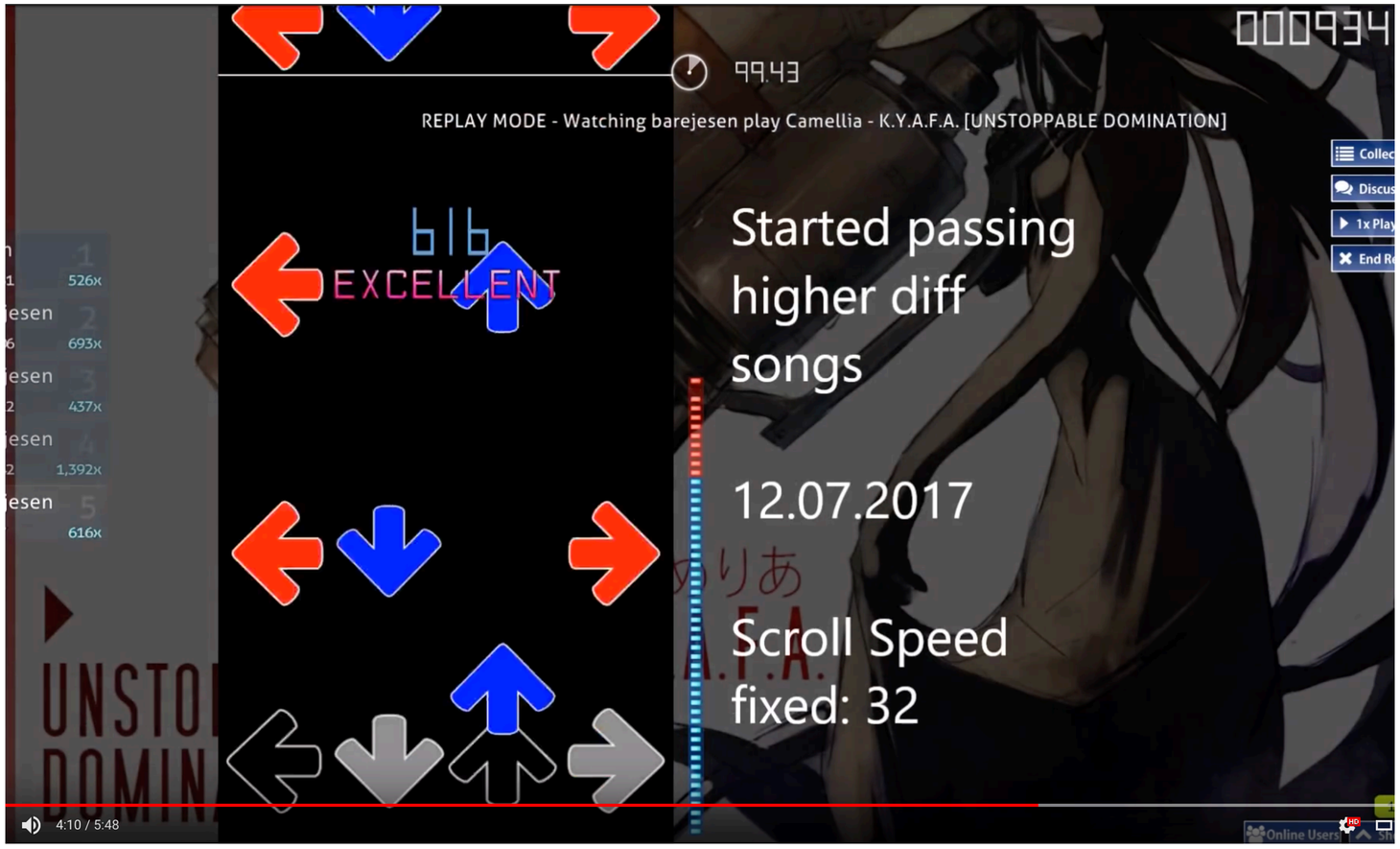


Solution 1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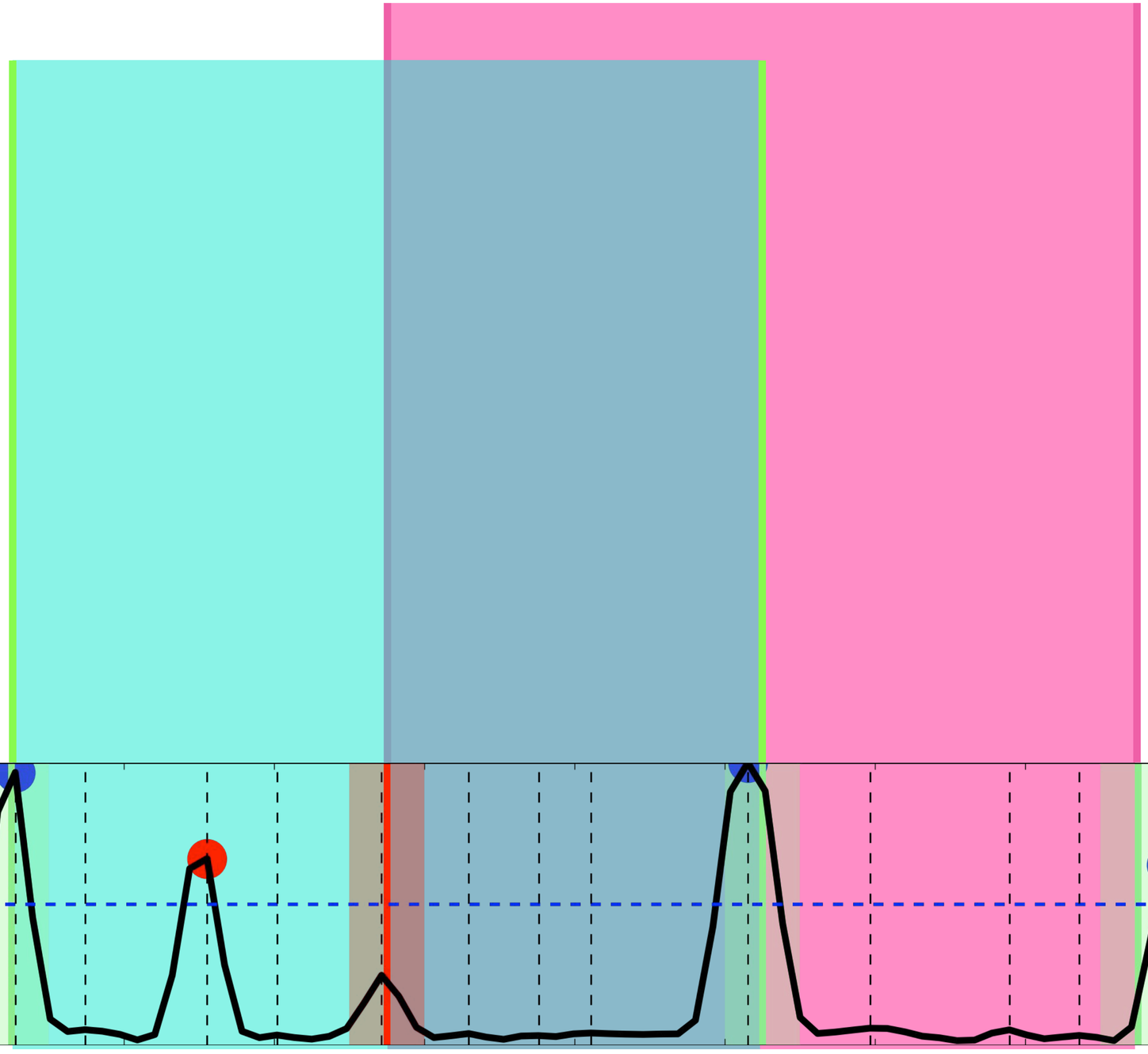
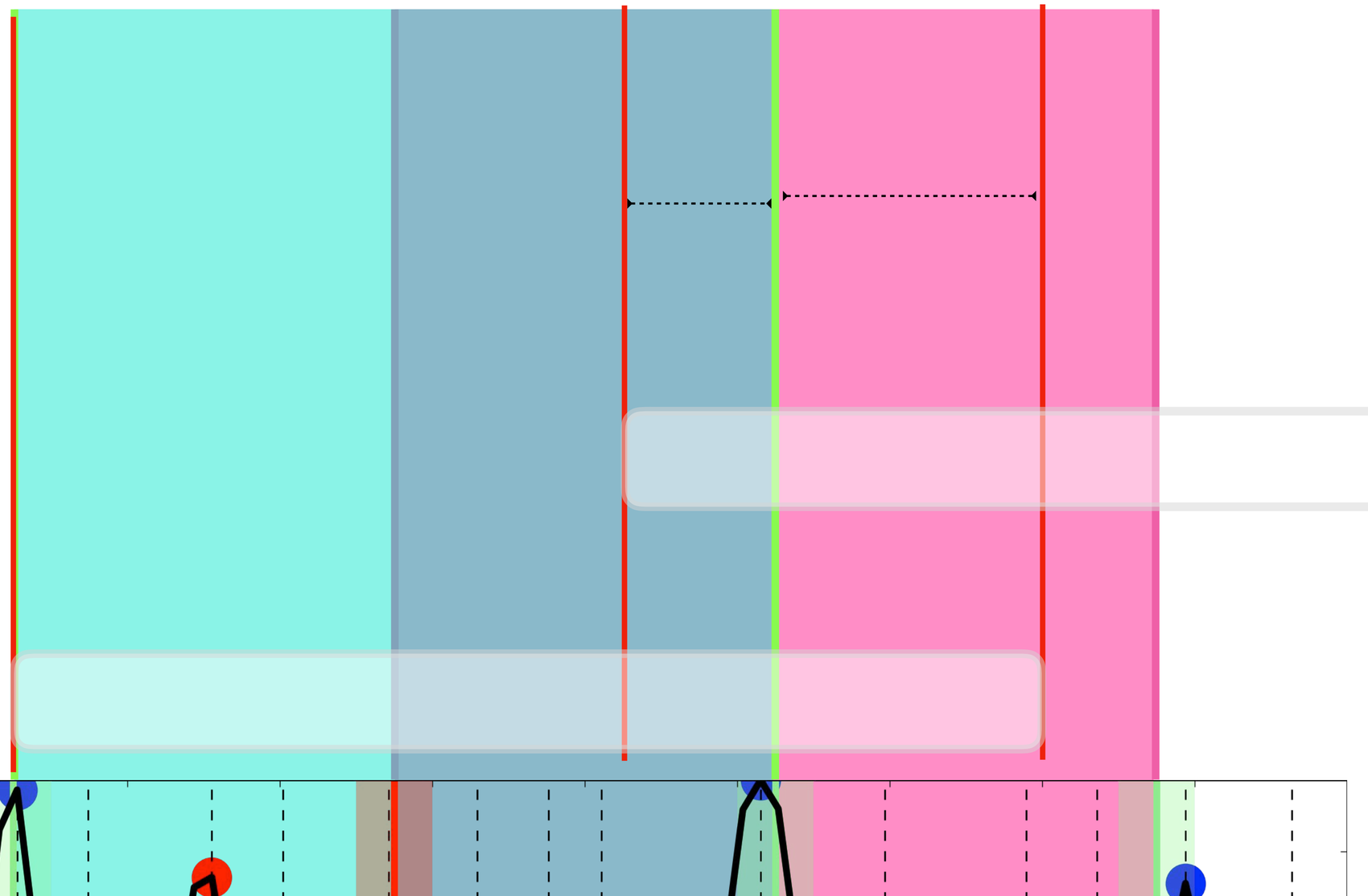


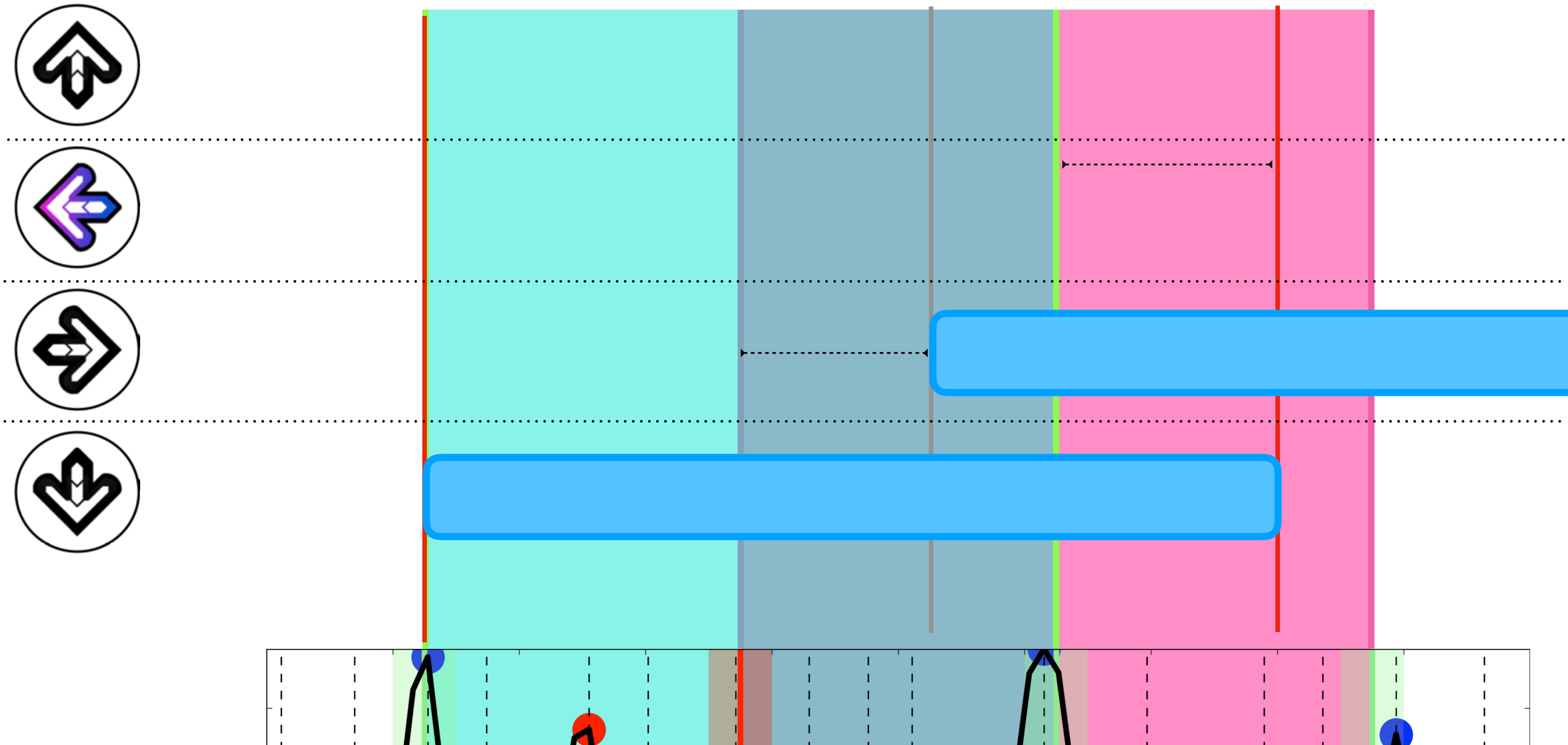
Music Audio

Continuous /w multi-dimensional beatmap Problem



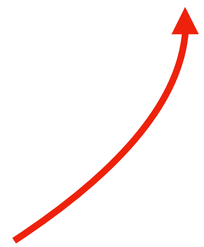
Continuous /w multi-dimensional beatmap

Problem solved



Continuous /w multi-dimensional beatmap

Problem solved

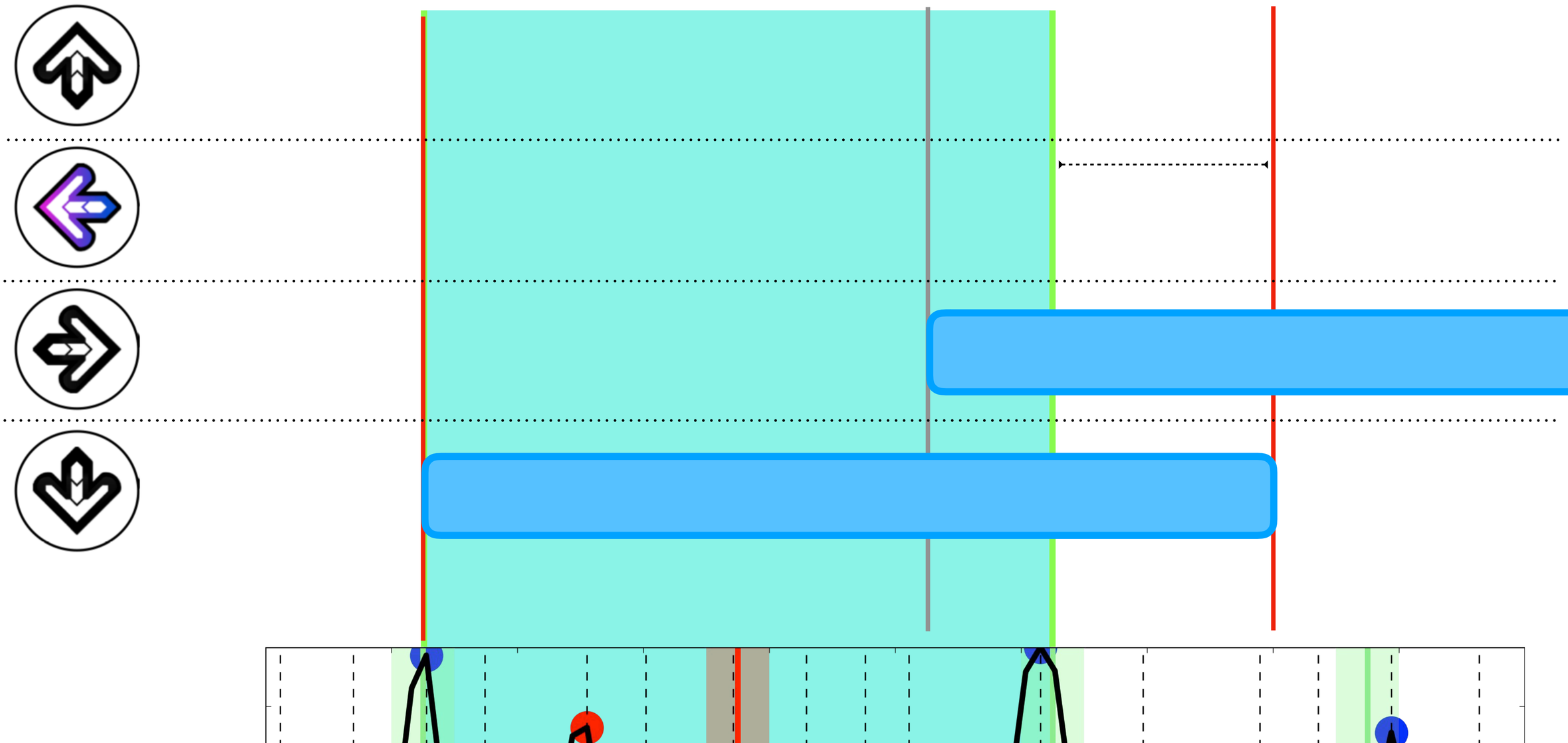


But

Solution 2

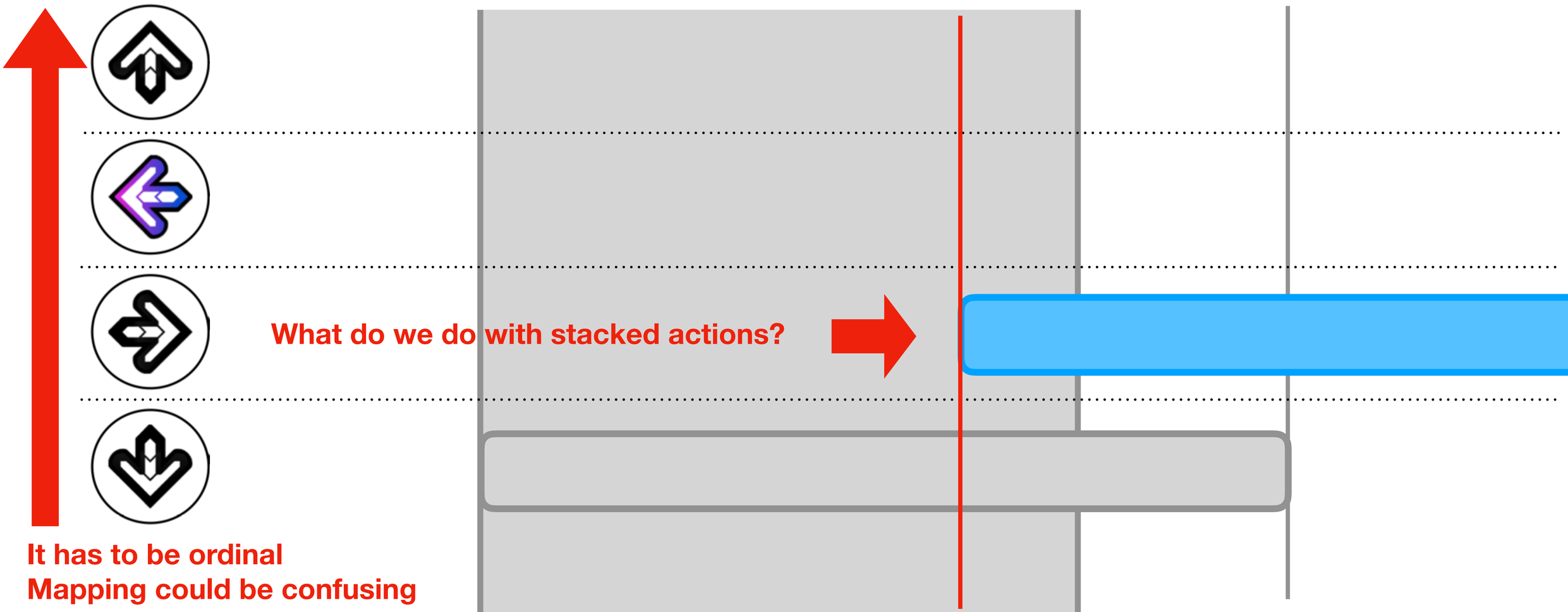
Continuous /w single-dimensional beatmap

S2: find the release action accordingly

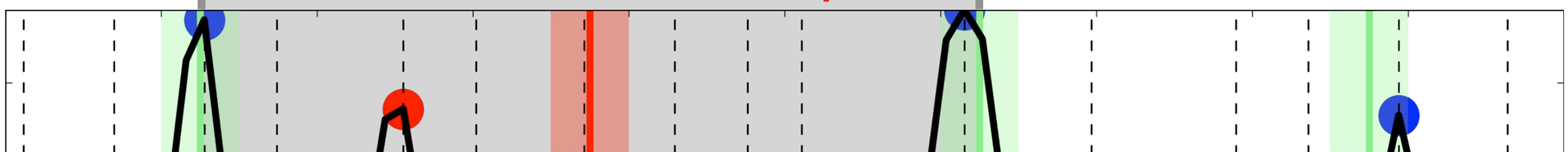


Continuous /w single-dimensional beatmap

Solution 2: Problems

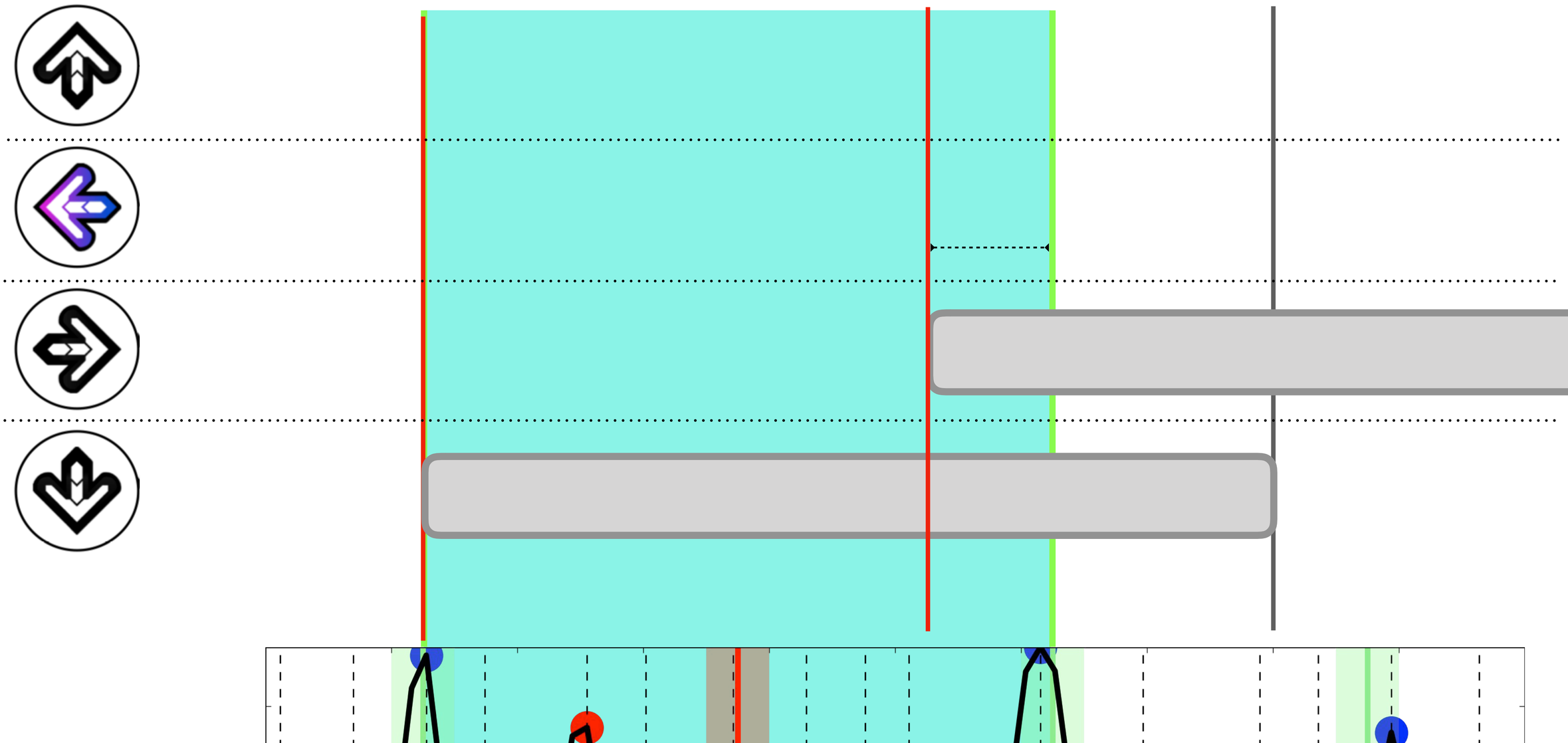


It has to be ordinal
Mapping could be confusing



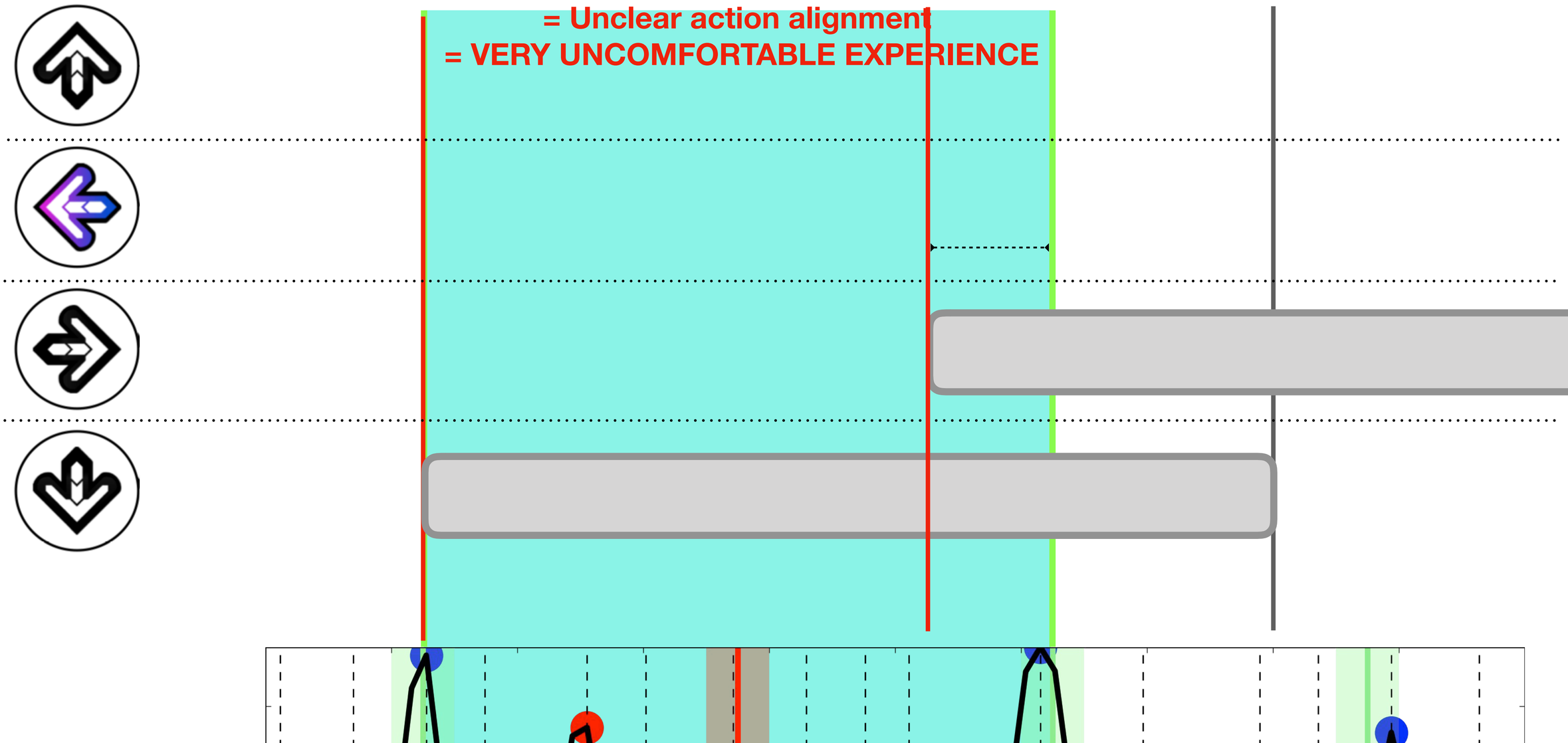
Solution 3

Continuous /w single-dimensional beatmap
S3: just whatever comes first



Continuous /w single-dimensional beatmap

Solution 3: just whatever comes first **Problem**



Danke