bit :SAVER

Cool Features

- 4 musics
- Easy/Hard mode
- Play game using Keyboard
- Play game using Arduino device
- Midi file based game
- Offset setting
- Tutorial
- 6 Note moving pattern & 3 types notes

Developer contact information

- Producer : Sunwoo.Lee
  - sunwoo9078@gmail.com
- Tech Lead : Hyosang.Jung
  - hyosang0712@gmail.com
- Physics Lead : Jaewoo.Choi
  - wod6983@gmail.com

About BIT_SAVER

- BIT_SAVER is a rhythm action game. Notes will be generated and move toward the player with the tempo of the music.In front of the main character, there is a hit box that is used for note collision detection.A player should press the keyboard button if the notes are in the hitbox.

GitHub

Rudy-Castan-DigiPen-Teaching/game-project-kingame
: game-project-kingame created by GitHub Classroom

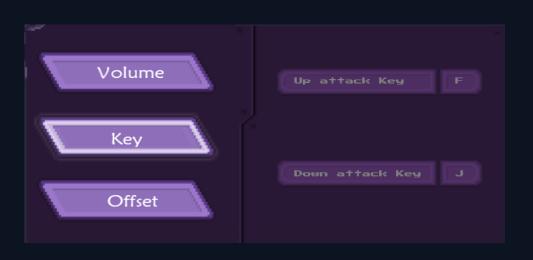## YouTube

https://youtu.be/B6Ebtn6DSO4
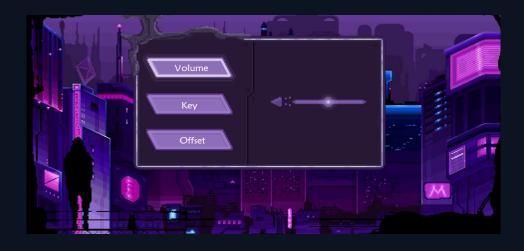
Option - Volume #1

- Function

    Adjust the whole music volume of the game.

- How

    You can adjust the volume of the music with keyboard(left,right)

Option - Key #2

- Function

    Change attack key

- How

    In the up attack key, choose one key.

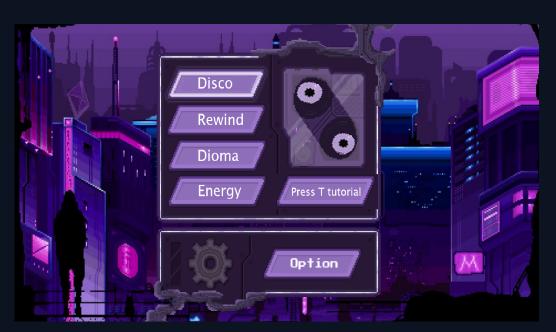   And in down attack Key, choose another key.

Option - Offset #3

Hit space bar at regular intervals to the music.!
It starts when you hit!

Press enter key to go out!

- **Function**

    Offset adjustment.

- **How**

    Press the spacebar with the beat of a music. After that

    you can play with the adjusted time based off of the offset.

Main Menu #4

- **Function**

    Stage selection

- **How**

    With the Up and down key, you can move around the menu.

    When you stay on the selecting bar, you can hear a preview

    of the current song.

Disco

Rewind

Dioma

Energy

Press T tutorial

Option

Tutorial #5

Let's learn game play

- **Function**

    Learn how to play.

- **How**

    Hit the attack key when the notes are coming.

Difficulty #6

- **Function**

    Difficulty selection

- **How**

    With the left and right keys, you can choose the difficulty

    of the song that you choose. In the hardmode, the velocity of

    the notes are fast and more notes come out.

How to Play

- The player has a life bar on top of the character, and every time the node is missed, life decreases.
  - If its life bar disappears, the game is over(Can go to Main Menu).
- In one stage, we have two different scenes.
  - General scene
    - The player just taps (F / Up), (J / Down) to match the rhythm.
  - Boss scene
    - When the small character on top of the screen goes to the dark area, the Boss scene starts.
    - The music tempo and note speed gets faster.
    - A Fever gauge pops up on the bottom of the screen.
    - It increases every time the player attacks the node.
    - When the gauge is full, the hit score increases.
    - If the player retains the combo, the fever gauge fills up faster.

Controls

- Keyboard (F / up) : move the main character to the Top.
- Keyboard (J / down) : move the main character to the bottom.
- Keyboard (Up arrow & Down arrow) : select the music in Main menu.
- Keyboard (Enter) : Play the stage in Main menu.
- Keyboard (ESC) : Closes window or pop up the option.

bit : SAVER

Platform

- Windows

Release Dates

- June 9th

Developer Description

- Help us defeat the boss by cutting down all our terrestrial and aerial monsters, and all the enemies we can hit! Feel free to leave your body in to the rhythm, defeat the monsters and you'll get three stars!
- Clear all levels and become a rhythm master! If your computer and our game don't sync, you can sync it with the offset function!

Important Review

- In the game play scene, You can find the Score and Combo on the left top. With this information, we calculate the final score. You can check your final score in the clear scene with stars, final score and accuracy.

Press any key to start

Produced by **KIN GAME**