Beatgunner

By TungShen Chew, Stephanie Cheng, An Li

Basic

- ☐ Music plays back with 3 second delay
- ☐ Shift register data scrolls across top of screen
- ☐ Beat detection recognizably detects beats
- ☐ Monsters move, bounce off top/bottom of screen, loop around left/right of screen
- ☐ Monsters are displayed on screen as blocks
- ☐ Gun trigger initiates video hit detection sequence
- ☐ Score is displayed in corner of screen

Medium

- ☐ Beat detection syncs up accurately with music beats
- ☐ Monsters are displayed as sprites
- ☐ Basic sound effects (beep?)
- ☐ Score is calculated and incremented on monster kill
- ☐ Monsters change acceleration on music beat
- ☐ Gun reliably detects hits on monsters
- ☐ Monsters disappear and reappear on corner of screen when they are shot

If Time Allows

- ☐ Beat detection displays the front edge of each beat
- ☐ Monsters are displayed as animated/rotating sprites
- ☐ Prerecorded detailed sound effects
- ☐ Video effect when monsters are killed
- ☐ Solenoid moves to simulate recoil when gun trigger is pressed