

Variables:

int score = 0;

int streak = 0;

int HP = 5;

float speed = random (1,1.5);

float greenX;

float greenY;

float redX;

float redY;

float blueX;

float blueY;

float yellowX;

float yellowY;

boolean keyA;

boolean keyS;

boolean keyD;

boolean keyF;

boolean gameOn;

-while gameOn = false:

    Display "start" menu

    If mouse is clicked over "start" button, gameOn = true;

-draw the play area:

    Draw neck of guitar

    Draw notes at bottom of the screen

    Draw HP

    Draw Score

    Draw Streak

    Draw Speed

-create a function to draw the notes:

Spawn each note according to their respectful "x" and "y" variable

Spawn notes at set speed

-If node is properly hit (within range of y = # and #):

increase speed a bit

+1 to streak

+1 to score

Increase speed

Bring note back to top

-else if node is missed:

-1 HP

Decrease speed

Bring note back to top

-if hp reaches 0

Reset everything

Bring player to menu

Functions:

DrawGuitar();

DrawNotes();

DrawHUD();

Menu();

HitNotes();

GameOver();