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## **Project Description**

This project will design and implement the game KeyMaster. This game will be a single-player game, using a keyboard as a controller. The main idea of the game was to have something similar to GuitarHero™ where the player plays a song he/she selects and receives a score based on comparisons between the notes played and the notes displayed from the song. The initial game also included four modes: Concert mode – fully implemented - , JamOut mode, Practice mode and Learning mode. We will focus on the Concert mode initially, because of time limitations and also because of the fact that every other mode can be easily derived from the Concert mode.