

## Customs Document

### Programming Assets:

#### Plugins

We have utilized a number of free plugins made by various developers:

- YEP\_SaveEventLocations - Yanfly
- TerraxLighting - Terrax
- GALV\_CamControl - Galv
- DMY\_SkipVideo - Dmytryk (Dmy, Demetrius)
- PlayMsgWindCharSE - Sasuke KANNAZUKI

On top of that, we have **custom plugins** developed specifically for Hep Cat. They are as follows:

1. CornFlour - Handles everything regarding the Rhythm Game mechanic
2. CornField - Handles visual initialization of the Rhythm Games
3. GreenCheesecake - Provides an alternative Audio Manager that synchronizes multiple music files
4. HelpfulDaikon - Utility functions
5. Pretty Corn - Wraps RPGMaker MV's Game\_Picture and Game\_Screen for ease of use
6. CornPesticide - Debugs critical functions that required refactoring and other changes for several of our custom plugins
7. WheatFlour - This plugin is a compilation of smaller implemented functionalities:
  - a. Edited pause menu
  - b. Dialogue nametags
  - c. Changeable key mapping
  - d. Piano key mapping
  - e. Intro logo and cutscene videos

### **Source Code:**

- Godot's source code and code that parses Godot's source code: this was scrapped in the game however, there may still be traces of the source code.
- Javascript for plugin programming
- Python for parsing the osu files into JSON files

### **Programmer Assets:**

- RPGMaker MV Intellisense by Endless Illusion at endlessillusoft.com
- osu! for editing the rhythm game data Copyright (c) 2020 ppy Pty Ltd <contact@ppy.sh>.

### **Art Assets:**

All cutscenes are customized.

The rhythm game assets are customized. This includes the music staff, the arrows, the background images, and the gauge.

The font is Nunito.

All characters and respective animations are customized, drawing inspirations from popular mainstream culture.

All pixel tilesets and assets are customized with the exception of the expression bubbles. The title screen is customized.

The in-game text-box is customized.

### **Audio Assets:**

**Note:** All music work is a mixture of custom made sound and samples that are meant to be used in projects such as this from Splice that have been edited, spliced, and customized for use.

### **Studio Background:**

- MM\_nice\_chords)m8.wav: Medasin - Mircodose Vol.3

### **Speakeasy Background:**

- Jazz Underground: HOSJU\_Brass\_Chords\_07\_90BPM\_A#m.wav

**Hallway:**

- Saxophone: custom
- Cello: SO\_MTS\_130\_spiccato\_C.wav: Motown Strings with the Splice String Quartet
- Snap: Snap: KSHMR\_Snap\_06.aif: Sounds of KSHMR Vol. 1
- JONNYJ\_hihat\_closed\_07.wac : Johnny Juliano: Fire Starter Pack

**GreenRoom Background:**

- Ambience: custom
- Strings: SO\_CSGR\_85\_cello\_pizz\_bass\_keystone\_Gm.wav : Chamber Soul with Gabriel Royal

**Alligator Encounter:**

- SO\_BRAX\_83\_sax\_arrangement\_glassworks\_Abm.wav : Brax Stax: Braxton Cook

**Backstage:**

- Chatter: RS1\_Dealer\_Stem\_Chatter\_FOley\_120.wav : Roseway Studio Sessions Vol. 1

**Stage:**

- Chatter: RS1\_Dealer\_Stem\_Chatter\_FOley\_120.wav : Roseway Studio Sessions Vol. 1

**Easy Song:**

- Drums: JAZZYFEEZY\_JASK\_Drum\_Loop\_4Bar\_80bpm.wav: Sounds Vol. 1
- Saxophone: Custom
- Birds: OS\_MC\_SFX\_Nature\_Ambience.wav: Morning Coffee-Lofi Hip Hop Beats
- Vocals: SO\_SJ\_160\_vocals\_harmony\_lounge\_Bb.wav: Soul Jazz with Bryn Bliska
- Snap: KSHMR\_Snap\_06.aif: Sounds of KSHMR Vol. 1
- JONNYJ\_hihat\_closed\_07.wac

**Difficult Song:**

- Drumline:  
RT\_Jazz\_Drums\_Jazz\_Bossa\_105\_Loop\_2\_Drums\_Andreas\_Klein\_105\_loop.wav: Andreas Klein - Jazz Drums
- Guitar: jh\_kit11\_cream\_guitar\_electric\_loop\_90\_E.wav: Jazz Hop
- Snap: KSHMR\_Snap\_06.aif: Sounds of KSHMR Vol. 1

- JONNYJ\_hihat\_closed\_07.wac
- SONNY\_D\_clap\_20.wav : Sonny Digital Drumkit

### **Game Title Audio:**

- Keys: custom
- Saxophone: custom
- Guitar: custom
- Drums: OLIVER\_retro\_drum\_loop\_1984\_funk\_120.wav: Oliver: Power Tools Sample Pack
- BT\_Trumpet\_Sforzando.wav: BRASSPACK Vol. 1

### **Credit Song:**

- Custom
- Ft. Saxophone Artist Jonathan B.

### **Cut Scene 1 (Intro)**

- Saxophone: LNJ1\_03\_Alto\_Sax\_140-164\_120\_F\_Major\_Tail.wav : Late Night Jazz Vol. 1
- Sax: SOLTAN\_synth\_loop\_13\_10\_shred\_sax\_90\_D.wav: Soltan Sample Pack Vol. 2
- BRS\_Activity\_Bartender\_The\_Boat\_Clean\_Up\_Bg\_Crowd.wav: casino
- Breath: BreathINhaleNose\_SFXB.1983.wav: body noises
- Gasp: GaspMale\_SFXB.2049.wav: human vocals
- Love song: LSHHLCharm\_Sax\_90BPM\_C.wav: hip hop lounge
- Whoosh: WhipWhooshSwoosh\_S011FO.003.wav : Wooshes

### **Cut Scene 1 (Coffee Shop)**

- Toy box piano sound melody: custom asset
- Coffee Shop Sound: TRFDC\_Raw\_People\_02\_Coffee\_Shop.wav: Textures - Raw Fields and Dusty Cuts Vol. 1

### **Cut Scene 2 (Alligator)**

- death : custom
- MagicalTwinkle\_S08CT.108.wav :Cartoon Land
- BRS\_Activity\_Bartender\_The\_Boat\_Clean\_Up\_Bg\_Crowd.wav: casino
- Drag: BodyDragPull\_SEU03.17.wav : Horror Vol. 1

### **Cut Scene 3 (Gumbo)**

- Custom background
- Death magic:
- MagicalTwinkle\_SO8CT.108.wav :Cartoon Land

### **Cut Scene 4 (Death and Rope)**

- Rope: OS\_ORG\_Ripping\_Paper\_2.wav: Organics- Ambient Drums & Foley
- DeathLands + Light: 420\_Rim\_LightupTheCabin.wav : 4:20 The Smokers Kit
- MagicalTwinkle\_SO8CT.108.wav: Cartoon Land
- PE-Swell\_BW.36248.wav : Horror Vol. 3

### **Cut Scene 5 (Final Applause)**

- Love song: jh\_kit10\_autumn\_keys\_piano\_loop\_90\_F#.wav: Jazz Hop
- ESM\_Explainer\_Video\_One\_SHot\_Foley\_Crowd\_Small\_Young\_4\_Cheering\_Clapping\_INT.wav: Explainer Video Sound Kit

### **Win CutScene Audio:**

- Saxophone: custom
- Applause:  
ESM\_Explainer\_Video\_One\_SHot\_Foley\_Crowd\_Small\_Young\_4\_Cheering\_Clapping\_INT.wav: Explainer Video Sound Kit

### **Lose CutScene Audio:**

- Heartbeat: HeartbeatSlow\_SFXB.1382.wav Horror Vol. 1
- Monitor: HeatMonitorFlatline\_ZA02.3.wav Medical

### **Gumbo:**

- Custom aspects
- Built around: BubbleGurgle\_SO8WR.1.wav: Water and Aquatic Bible

### **Snore for Alligator:**

- Snores edited: BRS\_Human\_Snores\_Snorts\_Breath1.wav : Mouth Sounds

### **Windchime sounds:**

- ROM\_percussion\_windchimes.wav: A ROMderful Pack of Samples

### **Thuds/ Drops:**

- Decap\_kick\_thud\_life.wav: DECAP-Drums That Knock Vol. 1
- EM\_kick\_band.wav: electric mantis sample pack

**Magic of Death:**

- MagicalTwinkle\_SO8CT.108.wav

**Death Movement:**

- Custom

**Swell:**

- PE-Swell\_BW.36248.wav : Horror Vol. 3

**Bongo:**

- BongoLoop\_Groove5\_110.wav : Televisor Nu Disco Dynamite

**Sack Falling:**

- Rope rip: OS\_ORG\_Ripping\_Paper\_2.wav: Organics- Ambient Drums & Foley
- Fall: RMZ\_fx\_falling\_hit\_01.wav : Ramzoid samples [winter edition]

**Claps in songs:**

- SONNY\_D\_clap\_20.wav : Sonny Digital Drumkit

**Crash sounds during player input in the rhythm game:**

- CRASH Paiste Pst5 17" left FF : Minorr Graffiti Studio

**Others:**

- Solo Clap Sound Effect by BerlinAtmospheres
- Applause 3 by lchapman1980
- Cartoon crowd step run stampede by martian
- Crowd in panic by ienba
- Explosion by lwiploppnisse
- 05609 meteor super fast whoosh by Robinhood76