1. Data mining – collected multiple datasets which consists of midi tracks.
2. Data cleaning – the midi files need to be arranged and organized specific to the desired targets
3. Data visualization – visualizes the data and decide what categories can be used segregated for music generation.
4. Modelling – training a model to generate music from the collected data and implement it in a game environment using triggers which link the game and the music generator.
5. Evaluation – using existing information, testing the accuracy of the music generated and how relevant it sounds.