



A brief description of my project:

This project was inspired by the Call of Duty Zombies Mystery Box that appears in every irradiation of the gamemode. It plays a little jingle when opened.

My version of the project, it doesn't make the sound when opened. However, I can play the sound. What it was supposed to do is "box opens -> sees light -> sends data to p5.js -> play sound -> close box -> stops playing sound".

I have the physical box complete and finished, just the actual sound does not play when the box opens.