

Students, in this phase, you have to add the music feature in your project.

You will implement this using multitasking. So, the main game should be one process and the background music should be a different process.

You can produce music by writing on the speaker port. You can either read a music file and write it on the speaker port or just write random numbers on the speaker port, but music should be rhythmic and melodious.

### **Additional stuff:**

To improve the presentation of your project, try adding different sounds for coin collecting, fuel refilling, crash, main animation, quitting and a separate but similar sound for other introduction/instruction/ending screens.

This is not a requirement, just a suggestion. If music is playing, that's enough.

### **Important Instructions:**

Make best use of programming practices. Make subroutines properly, name functions and variables properly. One function should do only one task, so properly distribute tasks in different functions. Controller functions should just be a sequence of function calls. Code should be readable; properly commented and aligned. Avoid hardcoding as much as possible, keep everything configurable. Use global variables for configuration, i.e. anything that you're hard-coding should be placed as global variables, so that they're easily changeable.