

Development Project 4 Process Work

Implementing sound management for falling notes in the game.

- Create an AudioManager class responsible for handling game audio.
- Beep sound using `noteSound = Raylib.LoadSound("beep beep")`.
- Implement the `PlayNoteSound` method to play the loaded sound using Raylib.

Identified an issue where there is a pause in note every 10 notes and increased the size of the array holding notes to address the pause issue.

Lowered the speed variable to a more reasonable number to ensure better gameplay.

The AudioManager and falling notes features were implemented first and continuous testing and adjustments were made to address issues and ensure smooth gameplay.