In this assignment, we chose an electronic music with high and strong rhythm and drums. Because we believe this music will interact with the object very well since its rhythm and drums are strong enough and we really like this Overwatch remix.

- Huge red music bar(branch of cubes)- the height will change based on the music
- Walls and floor- will change color from black to dark green
- Pineapples on the top of each corner - the height will change based on the music
- Cubes - will change size based on the music, will also spin and color change(black to purple)
- Cylinder- will change the height based on the music