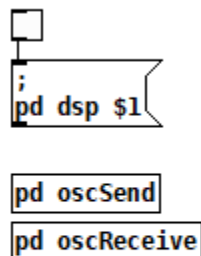


How to interact with Unity Scene:

There are 5 PD sounds connected with Unity Scene: background music, sound effects when the character wins the game, game over, and getting an apple in the game. For dead sound effect, it includes 4 different phasor sounds with different delays, so it will sound like low pitch do so mi do. Similarly, for the victory sound effect, it also includes different phase sounds with different delays but with high pitch piano keys. The background music uses two different sounds and melody to be superimposed, the entire background music uses a very cheerful and relaxing melody, which is in line with the settings of the entire game. The sounds of jumping and eating also choose a more relaxed sound effect, and the sound selection is different from the background music, so that the sound effect of jumping and eating can be clearly distinguished in the game.

How to use the pd patch:

1. Open CMPM151 Final unity file
2. Open Cmpm151 Final PureData file
3. Click Toggle to start DPS



4. In unity click Play to play the game

