Second Meeting Notes

Look into different audio analysis tools/ plugins.

Start at the end and work backwards to time out: prioritising

Get a plugin running and using the data. Comparing data from different plugins. 2 artefacts. From code and comparison? possible

Not worth doing games design since im not really “making a game”

Dissertation – how humans would design levels

Design of experiment as an artefact

Experiment design might be a good idea. Read me etc etc.

Gantt chart main prio these next two weeks.

Artefacts

Summary/findings

Code from audio analysis

Experiment design