CMPM151Final
Sax and Violence
PureData/Unity files for CMPM 151 Midterm
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To start the project, open the Unity and PD files and enable DSP.
Move: WASD.
Shoot: Aim with the mouse and left click on the beat (when the red line is over the box)
Switch notes: 1,2,3 (quarter, half, whole)

Pure Data provides the sound effects for the player shooting, the player hurt sound, the violin attacks and the cello attacks.