CMPM151Midterm

PureData/Unity files for CMPM 151 Midterm
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To make start the project, open the Unity and PD files and enable DSP.
The audio should start automatically and you can adjust the individual volume for each noise.
There are 3 sounds, the motorcycle revving which changes based on the velocity, the constant
motorcycle noise, and the checkpoint sound which increases in pitch as the player
passes through each checkpoint.