https://github.com/NicoleHipolito/CST205team100

This project incorporates manipulated audio into our game.

Libraries used:

Audio:

- Numpy - used to manipulate the frequency and call the fast fourier transform algorithm to change the sample's array's domain from the time domain to the frequency domain. Once in frequency domain, I was able to manipulate the frequency in which I added the real(frequency) and imaginary(phase shift) values.
- PyAudio - used to read in values and manipulate the read
- Scipy - used to write wav files
- PyGame - used to write the complete game and read in the wav files that were manipulated.