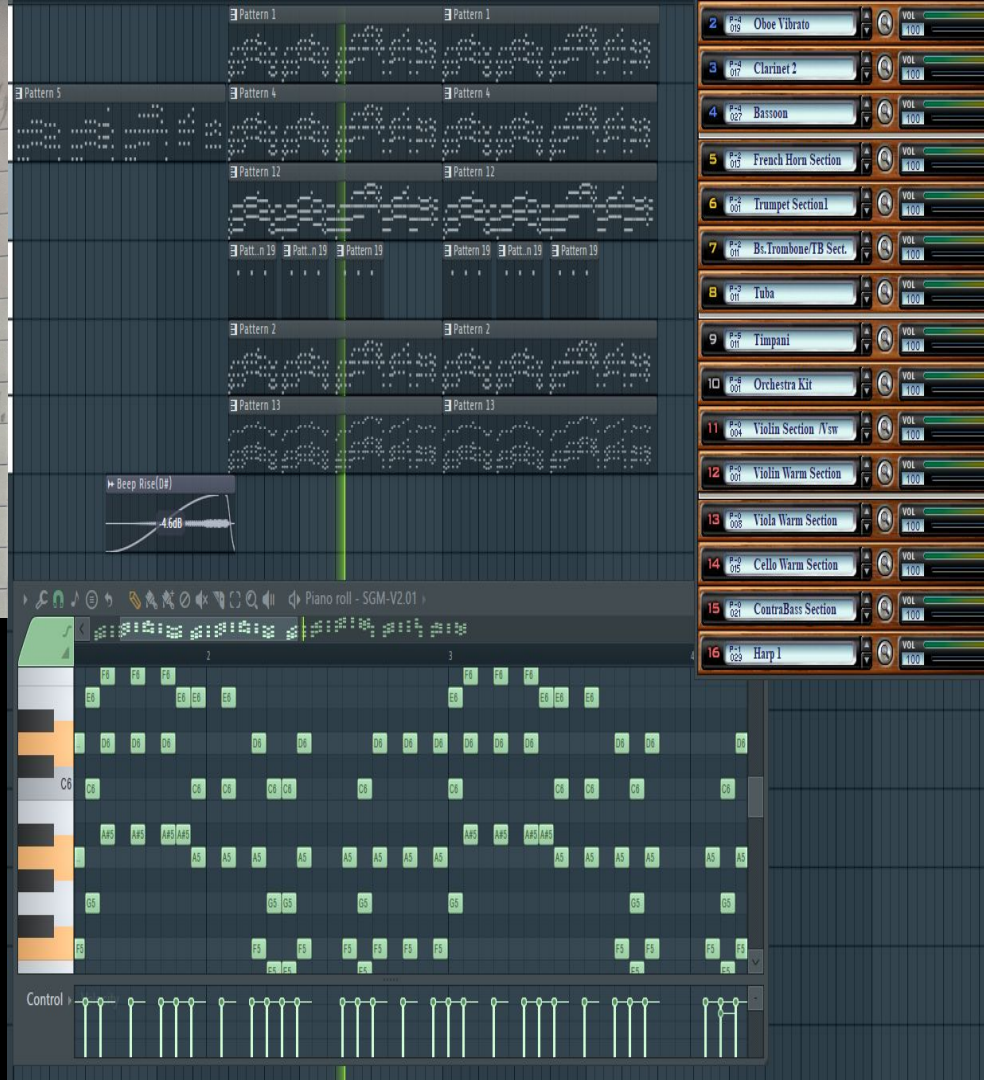


I began by using FL studio after my group unanimously chose our game to be Piratetheria.

Inspired by pirates of the Caribbean, a melody was created replicating "He's a Pirate" using Pixel-themed sounds.



After I seeked constructive criticism from my group members, I decided to remix the song entirely by using synthesizers to create my own complex sounds.

Experimentation inspired me to create a Pixel-themed EDM composition using an orchestral (FL studio Plugin) to simulate background noise to replicate a real-life orchestra digitally.

By using harmonic sounds such as a Violin or an Accordion, this created a Pirate sounding melody. Which when remixed, I added Flair to.

After I created a new melody for the Pirate game's song, I decided to change the genre from a regular orchestral to EDM, accentuating the song entirely. I was dissatisfied with the first original approach and wanted to create a song that sounded both pirate themed, and energetic which feel i've achieved.





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GAPIC-Katt  
000923/24

# Game 10003-Group 4

Assignment 4

After song incorporation was finished,

I created the "Collectable.cs" class to

handle squares which when the Player collides with a collectable, 100 points is added and a one-shot sound is played.

A creative design choice I added was experimenting with Raylib functions to add both a score counter and

a timer displaying to the player how many collectables they "hit" and the time duration of the game

After this, I then created an end screen after isGameOver to display the user's final score.

For the first working game merge, I handled

Game.cs to ensure my classes, and my groups collision and player classes were functional after tweaking and condensing their code, creating its functionality.

Final Score:  
1000

Game Window

Score: 400

Time: 1:24