Technical Design Document

Software and IDE:

Software:

For software we chose Unity 3d.

Reasons pros and cons

Pros:

1. We're the most comfortable in Unity. Going into something else means we might not be able to deliver a proper and concise product.
2. Documentation is a plenty with Unity. So, finding something should be a breeze

Cons:

1. It isn't guaranteed that we'll find a method to allow the input to work.

Extra resources:

L(inux)M(usic)M(aking)S(oftware)

I will extract the piano notes and implement them into Unity.

IDE:

IDE used was simply Visual Studio. It comes as the default in Unity and we both use it as a primary IDE when working in C# or C++.

Programming language is C#.

Sources:

Link: Keijiro Takahashi's Minis unity package at:
https://github.com/keijiro/Minis

This package is straight to the point. It allows for Midi inputs to be used with Unity's new input system. This would make assigning inputs straight forward.

This package was installed using scoped registries. Mikey was the one to implement it. The way to do it was assigned designated text/code into the package file Unity provides. From there, in Unity it can be installed, which was performed without a problem.

Bitsonic LP's Keyzone Classic VST:

A Vst used to make the piano sounds.

UML Class Diagram: