Alec Barker

Project Plan

I was originally thinking of doing at least part of one of two songs: Bohemian Rhapsody by Queen or One Final Effort from the Halo 3 Soundtrack by Martin O'Donnell. I chose Bohemian Rhapsody because Queen is one of my favorite bands, and I chose One Final Effort because Halo was a large part of my life when I was younger. I was originally leaning towards Bohemian Rhapsody as my first pick, but then I switched and wanted to do One Final Effort. I got through all of three notes before I switched back to Bohemian Rhapsody. One Final Effort was in 12/8, and it had a lot of chords rather than single notes, which created more work. Bohemian Rhapsody was in 4/4, which made things easier.

I chose to only do the ballad part near the beginning of the song because I found it to be possibly the most recognizable part of the song and it took up a decent amount of time for this project. I planned this out by looking at the various measures and looking for repeating note sequences or measures. I did this to try to cut down on the amount of repetition and save time on coding. I found that only the piano repeated its measures twice throughout the ballad. This saved some time and being able to multiply a note or set of notes by a specific number of repetitions made it easy to repeat things like the drums. For repeated larger parts of code, I put them in list that were added to phrases multiple times. I experienced some new technical aspects by using a number of mods in this project, such as crescendo, append, and repeat. While I messed around with mods in class in the one mod file, I have not really used them much in general.