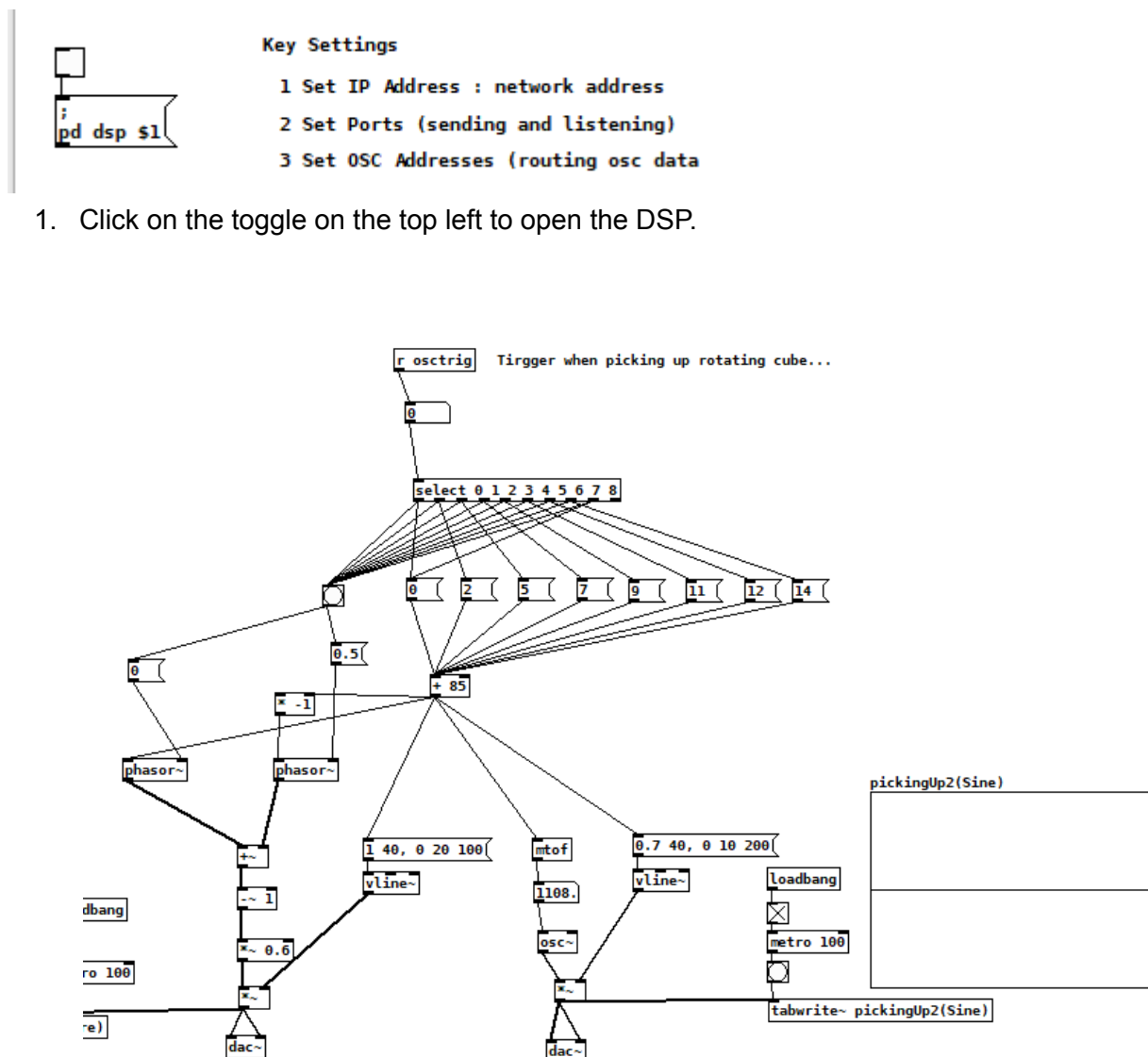**Group Name: Loafing Fish**
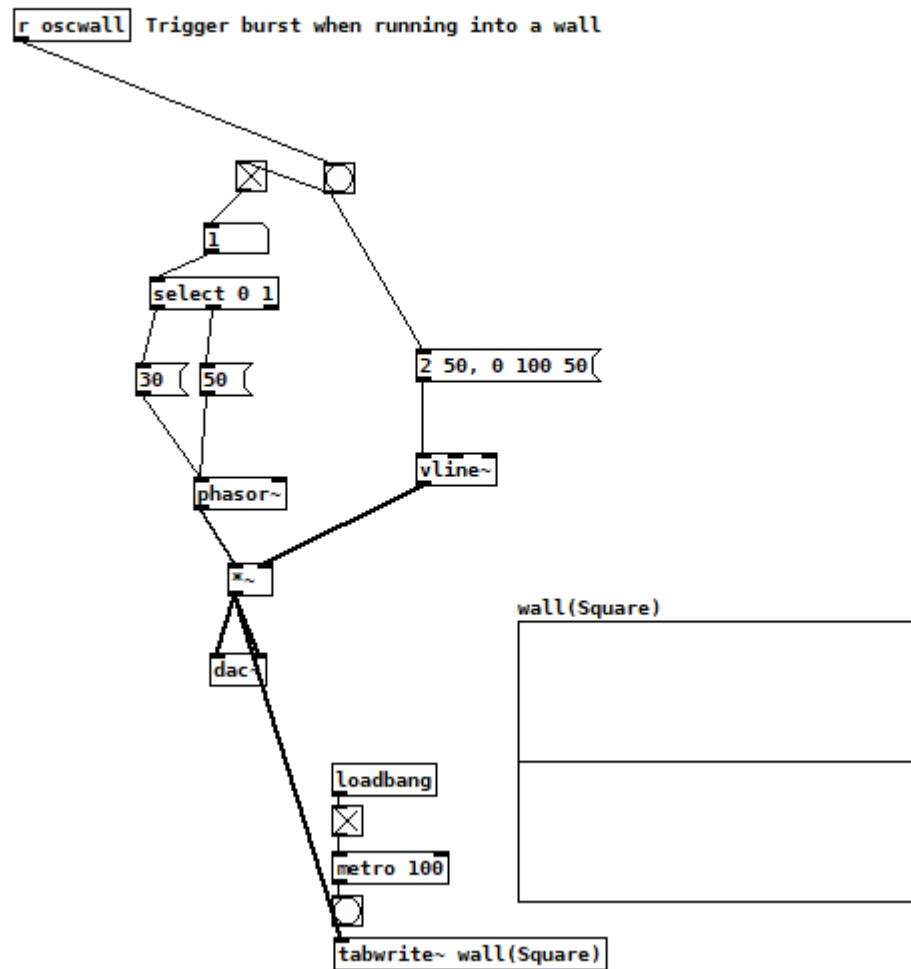**Group members: Larry Li, Yufeng Xie, Jiaying Hou**

There are 6 different sounds in the PD file:

- Sound Effect of picking up the rotating cubes.
- Sound Effect of hitting the wall.
- The sounds while the ball is rolling.
- General BGM, tempo increases as more cubes are collected.
- Failure BGM.(it plays when the ball hits the red thorns)
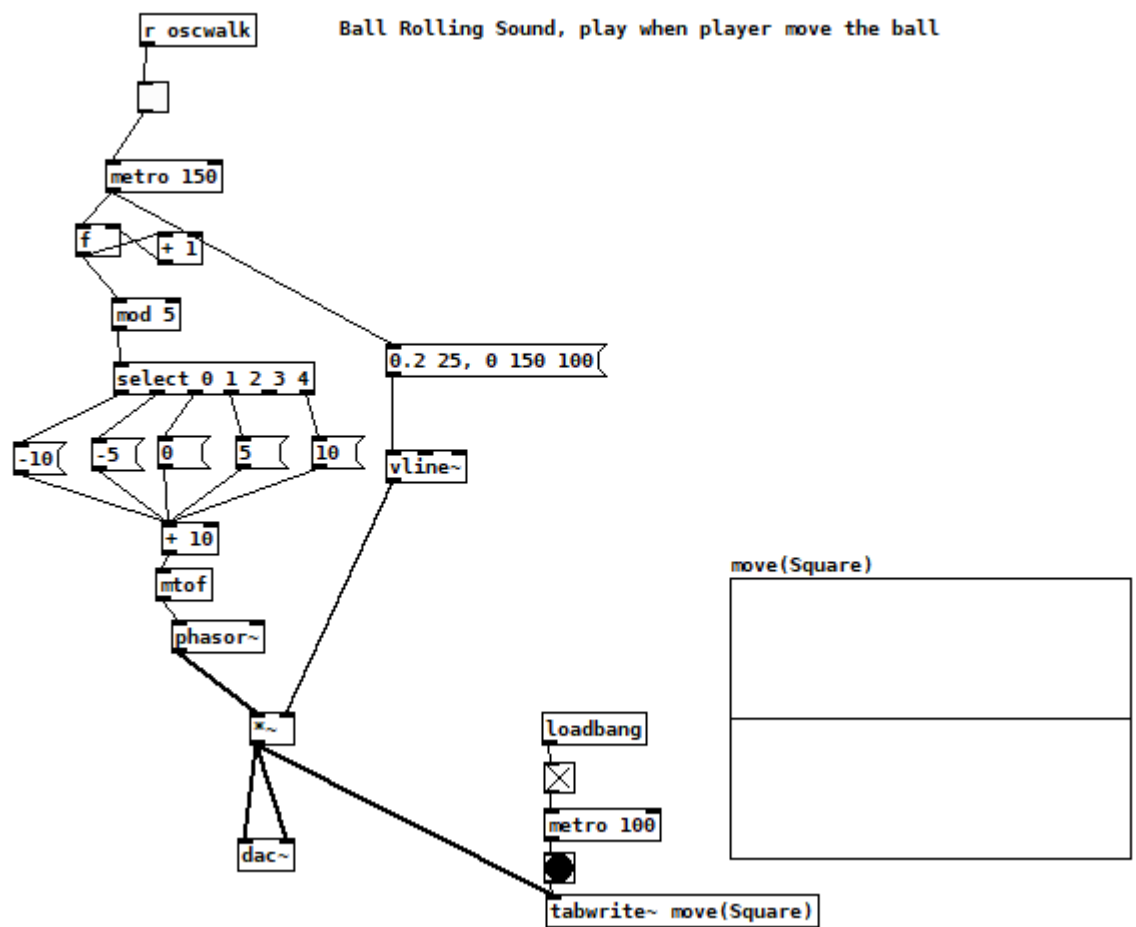- Victory BGM.(it plays when the ball collects all the cubes)

Instructions for the PD file:

```
          Key Settings

          1 Set IP Address : network address
 ;
pd dsp $1  2 Set Ports (sending and listening)

          3 Set OSC Addresses (routing osc data
```

1. Click on the toggle on the top left to open the DSP.

```
                    r osctrig   Tirgger when picking up rotating cube...

                    0

                    select 0 1 2 3 4 5 6 7 8

                    0  2  5  7  9  11  12  14

       0                                              pickingUp2(Sine)
            0.5
        x -1
            + 85

phasor~    phasor~

                                              0.7 40, 0 10 200
       +~    1 40, 0 20 100    mtof
dbang      vline~              1108.           vline~        loadbang

            -~ 1                                             metro 100
ro 100                          osc~
            *~ 0.6
re)                                           *~
       *~                                                  tabwrite~ pickingUp2(Sine)
    dac~                                      dac~
```

2. For the pick-up sound, slide the number box below the r_osctrig to change the sounds.

```
r oscwall   Trigger burst when running into a wall
```

```
[1]
```

```
select 0 1
```

```
30(   50(
```

```
2 50, 0 100 50(
```

```
phasor~
```

```
vline~
```

```
*~
```

```
dac~
```

wall(Square)

```
loadbang
```

```
metro 100
```

```
tabwrite~ wall(Square)
```

3. For the hitting sound, click the bang to hear the sound.

r oscwalk

Ball Rolling Sound, play when player move the ball

metro 150

f   + 1

mod 5

select 0 1 2 3 4

0.2 25, 0 150 100

-10   -5   0   5   10   vline~

+ 10

mtof

phasor~

move(Square)

*~

loadbang

dac~

metro 100

tabwrite~ move(Square)

4. For the ball rolling sound, check the toggle box to hear the sound.

r oscplayseq   BGM, tempo increase as more cubes are collected.

Volumn Control

loadbang

r osctempo   r oscvolum

500

500

metro 4000

f   + 1

mod 4

select 0 1 2 3

0   2   4   5

loadbang

48

48

+ 0

mtof

BGM(Sine)   × 1   × -2   × 3   × 4

174.6   349.2   523.8   698.4

loadbang   osc~   osc~   0.5 200, 0 100 300   osc~   osc~

metro 100

vline~

tabwrite~ BGM(Sine)   ×~ 0.4   ×~ 0.6   ×~ 0.8   ×~ 1

×~ 0.13

dac~
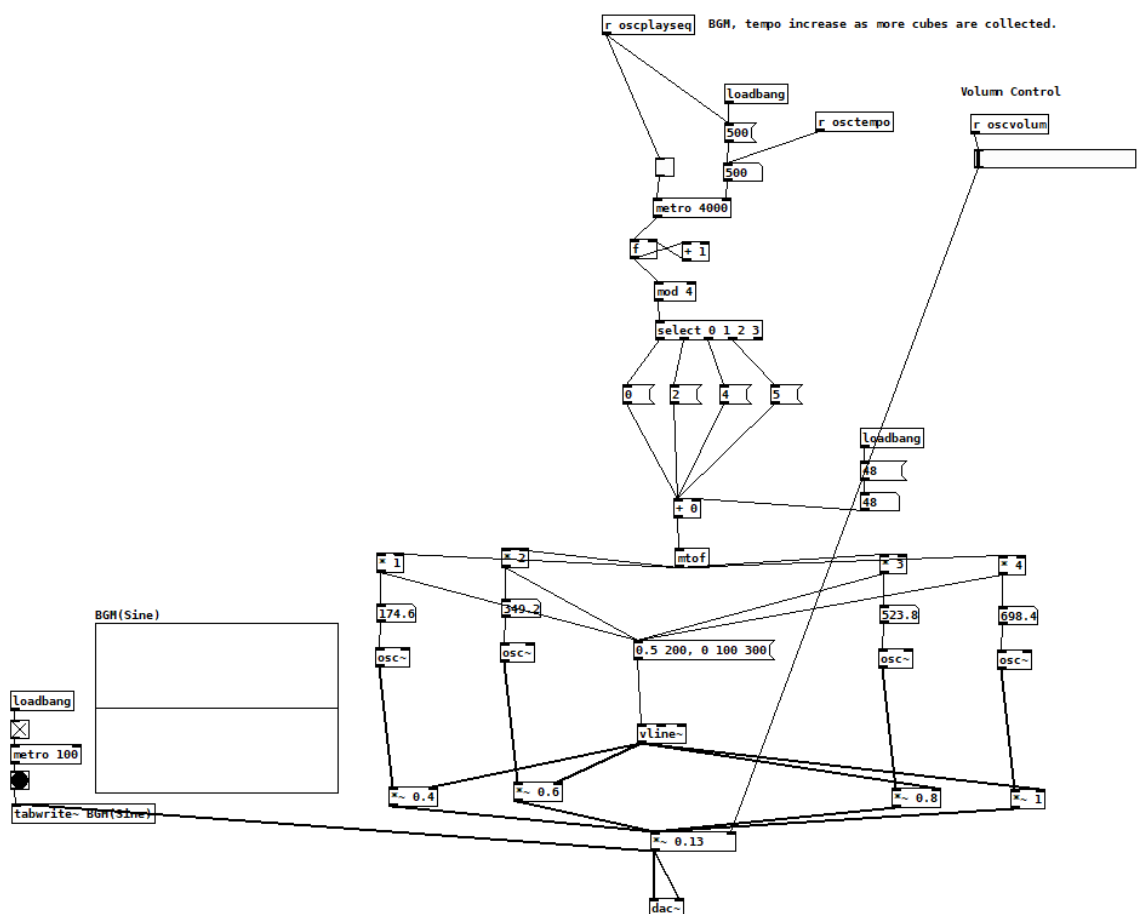
5. For the general bgm, check the toggle box below the r_oscplayseq to start rolling the
    sounds, and use the slider on the top right to adjust the volume.

r oscfailure   Faliure BGM, Tirgger when touched spikes   r oscvictor

                                    Volum Control

                                    loadbang

                                    0.05(

                                    0.05(

    metro 0.5 120 permin

f 0

                    0

f   + 1

2862

        < 8

spigot

mod 8

0

seq1

array get seq1

-158.

mtof   loadbang

phasor~

*~ 2   metro 100

-~ 1

*~ 0.15   tabwrite~ FaliureBGM(Saw)

                                                FaliureBGM(Saw)

dac~
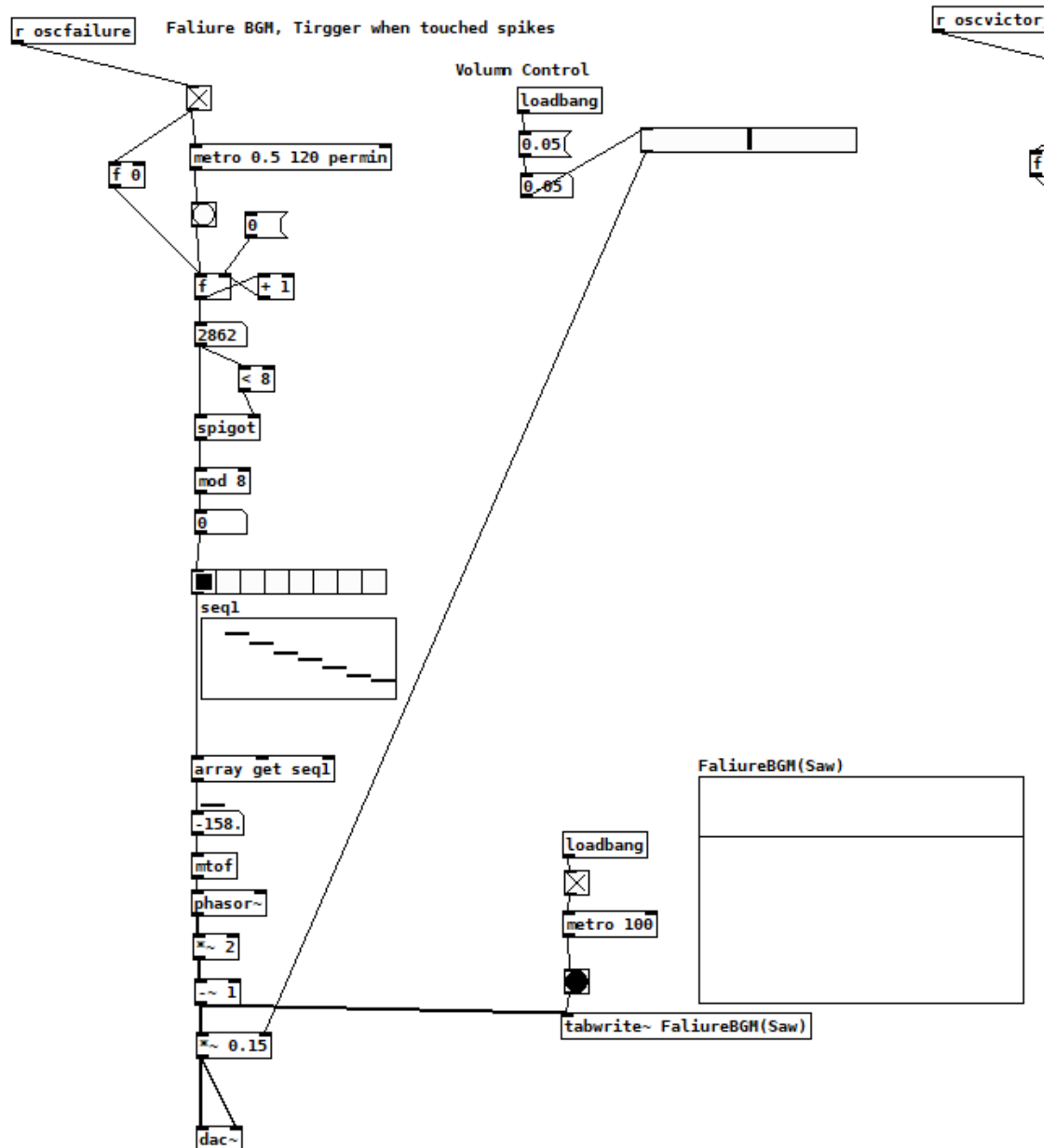
6. For the Failure and Victory BGM, check the toggle box on the top to hear the sound and use the volume control to adjust the volume.

7. There are some graphs that shows the waveforms aside each sound.