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| The Name of Your Project  Andrew Milne  BSc Computer Games Technology, 2019 |

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# Acknowledgements

# Abstract

# Abbreviations, Symbols and Notation

If required

# Introduction

Composer cant make you press start

Cant properly sync up music to what the player is doing

Cant make the music swell as you complete a heard level

Indeterminate music:

Chance music

* As the music is being produced the notes are generated randomly
* Although performed the same
* **Composition is left up to chance**

Aleatoric music

* Premade music, performed randomly
* **Performance is left up to chance**

Composer composes, but player both is audience and performer

* Every playthough of a game will be different

Video game soundtracks have to be made differently

Horizontal resequencing

Vertical reorchestration

The only way to accurately experience a games soundtrack is to play the game

# Literature Review

# Methodology

# Results

# Discussion

# Conclusion

# Appendices

# List of References

# Bibliography

If required