

Music for the game

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Generating the ambient and atmosphere of the videogame is crucial, so most of the people should be involved in the creation of it, I've listed some key points to consider at the time of generating the videogame.

1 Format and duration

Check the music files specifications, format (mp3, flac, etc), quality, duration.

[This should be done at the same time we decide the software to use](#)

2 Non copyright music

Check the music we should use for the development of the game.

[TODO: Check the different sources to get music files without copyright](#)

3 Creating our own 8-bit music

Thinking about creating our own music:

- If we decide going for the quantum mechanical project we could include music created with quantum processes like quantum numbers generators, every time a number is generated, a note is played.
- If we decide creating machine learning music from a library, or samples read with voice readers like Fitter Happier in 1997.

[Thinking about creating our own music](#)