# CS 3540 Game Programming

# Assignment X

Music score for a game

**Nik Bear Brown**

**nik@ccs.neu.edu**

**Spring 2016**

### One of the assignments 4-8 of your choice.

### Assignments 4-8 are of your choice from the 13 assignments provided.

### Music Score

### Compose a music score for a game. The music MUST reflect be integrated with what is happening in the game. The score must include sound effects.

### (100 Points) Compose a music score for a game

### Compose a music score for a game. The music MUST reflect be integrated with what is happening in the game. The score must include sound effects. A sound effect is a noise that occurs in response to an action, such as weapons firing, foot step sound, glass shattering after being struck, etc.

**Scoring Rubric**

100 points possible

|  |  |
| --- | --- |
| **Requirement** | **Points** |
| Music score | 60 |
| Sound effects | 20 |
| Tests | 10 |
| Quality | 10 |

**Submission**

You will submit your assignment via BlackBoard.

Click the title of assignment (blackboard -> assignment -> <Title of Assignment>), to go to the submission page.

### Game Music Resources

IndieGameMusic.com <http://www.indiegamemusic.com/>

Free Sound Project <http://www.freesound.org/>

Audacity <http://sourceforge.net/projects/audacity/>

Jamendo <http://www.jamendo.com/>

Free Sound Effects <http://www.freesoundeffects.com/>

Partners In Rhyme <http://www.partnersinrhyme.com/pir/PIRsfx.shtml>

Soundcloud <https://soundcloud.com/>

SoundJay <http://www.soundjay.com/>

FreeSFX <http://www.freesfx.co.uk/>

AudioMicro <http://www.audiomicro.com/free-sound-effects>

Free Stock Music <http://www.freestockmusic.com/>