Amardeep Bhullar:

I was in charge of designing the sounds and music for the game project. I designed the sound.cpp and sounds.h. I added all those background music, footsteps, short footsteps, punch attack, sword gesture. Background music as we enter the level you can a spooky background music as it is a monster defending theme. Footsteps and short footsteps that goes when the user try to move the player in the game as desired short footsteps goes when you are moving slowly, and footsteps goes when you are trying to move it fast. Punch attack and sword gesture goes along the sword swing whenever u swing to attack or kill the monster. I also work on design the Success and Defeated signs using the GIMP with png extension. When u reach to end of the level it will show the Success and if u were killed by the monster it shot the Defeated