

# User Manual

I will be controlling the UI sliders to input data as the player is shooting.

## **Data Processing**

- a weak shot where the legs are not properly loaded would result in the amplitude of the sound dropping
- the shoulders slider applies a high pass filter to the end of the sound giving it an "off" feeling, the slider changes the cutoff frequency of the high pass filter
- messing up the follow through during the release of the shot is controlled by the follow through slider which applies a reverb effect to that part of the sound, the intensity of which is controlled by the slider

## **UI Elements**

Play button - to play the shooting sound which starts with a text-to-speech 3...2...1... before the sound plays

Legs Slider - controls the amount of "incorrectness" described above to add to the shooting sound when the player is loading with their legs

Shoulders Slider - controls the amount of "incorrectness" to add to the middle of the shooting sound when the player is moving their shoulders to the right position during the shot

Follow-Through Slider - controls the amount of "incorrectness" to add to the end of the shot sound when the player is following through at the end of the shot