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Ideaz:

Doggo Spawner, generates dogs to the music

Toon shaded dog particles

Dog barking animations along with the music

Dog may distort based on sound

We'll create a particle effect based on audio. The particles will be toon shaded doges. Maybe we'll have a main dog that barks according to the audio and every time it opens its mouth, the particles come out! We would probably implement that so that when the audio reaches a certain magnitude then the particle system emits a few dogs.

