This Project was an attempt to create marry a synth piano with a basic playing algorithm to create dynamic music pieces to play along side different tempos of a little game. Honestly I’m no musician despite having a love for music and classical piano, I struggle to make the synth playing chords and individual keys together and sound great and had some aliasing issues with the sound but conceptually it did work as a dynamic music piece for levels in a game! If you wish to see how its does and my approach the code is obviously the best place!