

Levi Ellis

Annotated Bibliography

Reas, Casey, and Ben Fry. Processing Code: Programming within the Context of Visual Art and Design.

This is a book about using the Processing programming language in the context of visual art and design.

"Hey, You! Make Your Indie Game Properly." Mediafoundry.talenthouse.com.

This is a blog post on the Talent House website about the importance of proper planning and development in creating indie games.

"Stephen Ddungu (@stephen_ddungu) on TikTok." TikTok.

This is a TikTok account featuring videos by Stephen Ddungu. The content of the videos is not specified.

"Giant Bomb's Top 100 Video Games of All Time." YouTube.

This is a YouTube video featuring a list of the top 100 video games of all time as determined by the website Giant Bomb.

Collins, Karen. Game Sound: An Introduction to the History, Theory, and Practice of Video Game Music and Sound Design.

This is a book about the history, theory, and practice of video game music and sound design.

GET EVEN. Steam.

This is a video game available for purchase on the Steam platform. The game's genre and specifics are not specified.

"Adaptive Music in Video Games." Splice.com.

This is a blog post on the Splice website about the use of adaptive music in video games.

"The Evolution of Video Game Music." YouTube.

This is a YouTube video about the history and evolution of video game music.