

# CSYE 7270

## Building Virtual Environments

### Music Score

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#### Music Score

Counts towards assignment score

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Compose a music score for a game. The music MUST reflect be integrated with what is happening in the game. The score must include sound effects.

#### (100 Points) Compose a music score for a game

Compose a music score for a game. The music MUST reflect be integrated with what is happening in the game. The score must include sound effects. A sound effect is a noise that occurs in response to an action, such as weapons firing, foot step sound, glass shattering after being struck, etc.

#### Scoring Rubric

100 points possible

Requirement	Points
Music score	60
Sound effects	20
Tests	10
Quality	10

#### Submission

You will submit your assignment via BlackBoard.

Click the title of assignment (blackboard -> assignment -> <Title of Assignment>), to go to the submission page.

## **Game Music Resources**

IndieGameMusic.com <http://www.indiegamemusic.com/>

Free Sound Project <http://www.freesound.org/>

Audacity <http://sourceforge.net/projects/audacity/>

Jamendo <http://www.jamendo.com/>

Free Sound Effects <http://www.freesoundeffects.com/>

Partners In Rhyme <http://www.partnersinrhyme.com/pir/PIRsfx.shtml>

Soundcloud <https://soundcloud.com/>

SoundJay <http://www.soundjay.com/>

FreeSFX <http://www.freesfx.co.uk/>

AudioMicro <http://www.audiomicro.com/free-sound-effects>

Free Stock Music <http://www.freestockmusic.com/>