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My final project is titled Windchime Forest, and works as an interactive experience. The goal is for users to be able to experience mindfulness and relaxation through the soundtrack and minimal graphics. When the user clicks the mouse, a gust of wind appears, causing the windchimes to move and create sound. Both the wind and windchimes are animated to move fluidly continuously when interacted with, adding to the peaceful atmosphere. Each chime randomly generates a slightly different tone which is added to quiet wind noises for each gust and ambient background sounds of a windy forest.