

Final Project Template

1. Scenes and in-scene compositions

- a) Number of scenes: State how many scenes you made (minimum of 5)
- b) Number of in-scene compositions: State how many compositions you made (minimum of 15)
- c) Scene names: State the names of each of your scenes (e.g. hero, anti-hero, etc).
- d) Composition methods: List the composition or alteration method you used to create each in-scene composition (e.g. chords-first, MIDI, increased tempo, reorchestration, etc). Please arrange your list in the same order as Part 2 below (cue list).

2. Cue list

Include a table of two columns (as illustrated in the Lecture 7 slides). In the left column, describe each music composition in about 1-5 words. In the right column, describe each corresponding game situation or player action in a few words. You must have a minimum of 15 rows in your table (one row for each of your 15 in-scene compositions).

3. Adaptive Scoring

- a) Explain which adaptive methods you used in each scene.
- b) State which of your compositions were made using vertical remixing. You can just tell me the row numbers (#1-15) from your cue list. Note that you must implement vertical remixing at some point in your project.
- c) Explain how you implemented vertical remixing. What instruments did you fade out of your mix? What instruments did you fade into your mix?

4. Transitions

- a) Number of transition compositions: State how many transition compositions you created (minimum of 4)
- b) Why did you compose the transition compositions the way you did? For example, you could explain why you chose your particular instruments or tempo. Optional: if you're musically trained, you could also explain your decisions in terms of melody, harmony, or rhythm as Professor Dubnov explained during main lecture.
- c) Include your transition matrix here (you may use Google Slides or Power Point to create your matrix). See Figure 1 for an example of what this should look like (note that your transition matrix only needs to include 5 scenes).

5. Walkthrough sequence

Include your storyboard here (you may use Google Slides or Power Point to create your storyboard). Please follow the convention for labeling your storyboard that was described during section lecture (see Figure 2). You must include at least 15 stages in your sequence.

6. Soundtrack

- Include a link to your soundtrack (and your video if you did the extra credit).
- Include a description of your artistic decisions, including your choice of instruments, mood, and style, as well as an overall justification for your musical choices in relation to the nature of the game you designed. (2-4 sentences)
- Include a short self-evaluation statement that includes your own critical assessment of the game as well as an account of the difficulties you encountered and accomplishments relative to your musical or technical background. (2-4 sentences)

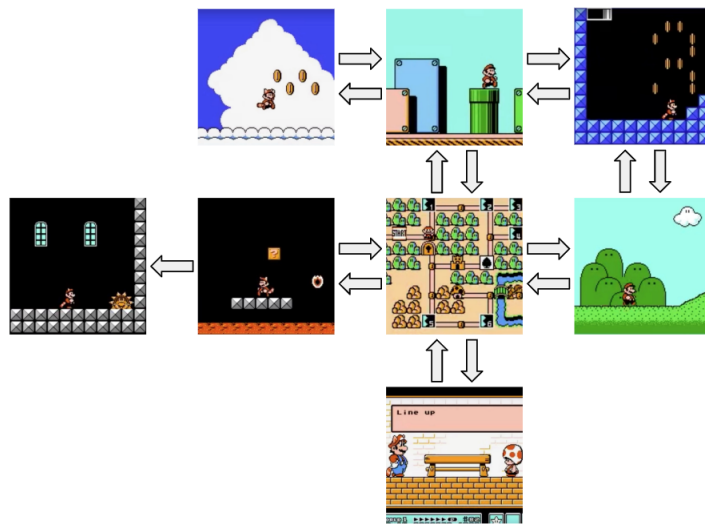


Figure 1: Example of a transition matrix.

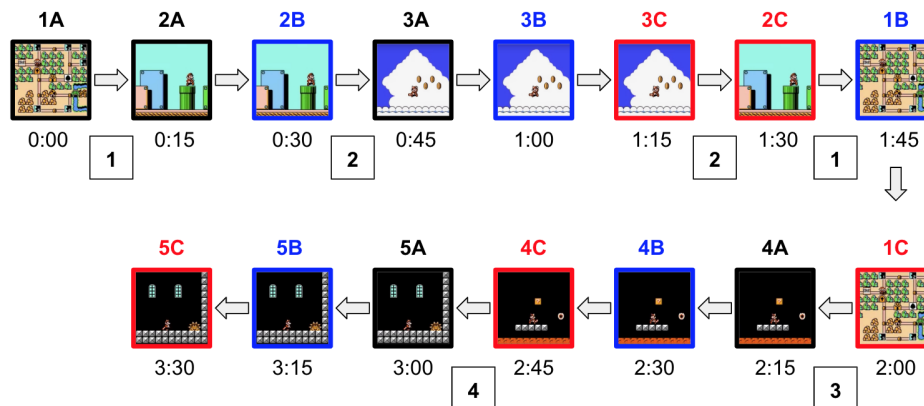


Figure 2: Example of a walkthrough sequence.