

TRAVIS TAYLOR – FMP REFERENCES

- C# Scripts used in the project were mostly created and edited by AI, as allowed in the Assignment Brief.

REFERENCES:

=====

VIDEO ESSAY:

BeatTrackerMultiFeature - Essentia

Upf.edu. (2026). *BeatTrackerMultiFeature — Essentia 2.1-beta6-dev documentation*.

[online] Available at:

https://essentia.upf.edu/reference/std_BeatTrackerMultiFeature.html

Frogger Gameplay:

Old Classic Retro Gaming (2014). *Arcade Game: Frogger (1981 Konami)*. YouTube.

Available at: https://www.youtube.com/watch?v=WNrz9_Fe-Us.

Gex: Enter the Gecko Gameplay:

LotsOfGames 9000 (2016). *Gex Enter the Gecko #1 - Out of Toon*. [online] YouTube.

Available at: [https://www.youtube.com/watch?v=7Y3LmK7ot-](https://www.youtube.com/watch?v=7Y3LmK7ot-E&list=PL1BhEDQcusO_6VigXC3sgrnfbjiOZlMpu)

[E&list=PL1BhEDQcusO_6VigXC3sgrnfbjiOZlMpu](https://www.youtube.com/watch?v=7Y3LmK7ot-E&list=PL1BhEDQcusO_6VigXC3sgrnfbjiOZlMpu)

Hi Fi Rush, Gameplay:

GameSpot (2023). *Hi-Fi Rush Hardest Difficulty Gameplay*. [online] YouTube. Available

at: <https://www.youtube.com/watch?v=497qLpMkfnE>.

iMuse System Diagram:

Ritter, M., Hamel, K. and Pritchard, B. (2013). INTEGRATED MULTIMODAL SCORE-FOLLOWING ENVIRONMENT. *International Computer Music Conference*. [online]

Available at:

https://www.researchgate.net/publication/284664014_INTEGRATED_MULTIMODAL_SC_URE-FOLLOWING_ENVIRONMENT.

Monkey Island 2 Gameplay:

Peter Silk (KestrelPi) (2010). *iMUSE Demonstration 2 - Seamless Transitions*. [online] YouTube. Available at: <https://www.youtube.com/watch?v=7N41TEcjcVM>

PaRappa the Rapper Gameplay:

LittleBigWorld (2013). Parappa The Rapper Stage 1 - Chop Chop Master Onion Walkthrough. [online] YouTube. Available at: <https://www.youtube.com/watch?v=RMUX6b82Zbc&list=RDRMUX6b82Zbc>

Rhythm Heaven Gameplay:

Pablo Acevedo (2012). *[Rhythm Heaven Fever] ~ Remix 10 (Perfect)*. [online] YouTube. Available at: <https://www.youtube.com/watch?v=rKvgZl1CJq0>

Sound Shapes Gameplay:

Derek Stone (2012). Sound Shapes: Beck "Cities". [online] YouTube. Available at: <https://www.youtube.com/watch?v=mwZtt4Q9CxY>

Sound Shapes Interview:

Game Developer. (2023). *The Shifting Saga of Sound Shapes*. [online] Available at: <https://www.gamedeveloper.com/audio/the-shifting-saga-of-i-sound-shapes-i->

Space Invaders Gameplay:

Game Archive - No Commentary Gameplay (2015). *Space Invaders 1978 - Arcade Gameplay - YouTube*. [online] www.youtube.com. Available at: <https://www.youtube.com/watch?v=MU4psw3ccUI>.

UNITY PROJECT:

I created basic 3d Models, like walls, floors and platforms. Everything else was sourced from Sketchfab or the Unity Asset Store.

SOURCED FROM SKETCHFAB:

Ancient Pillars:

<https://sketchfab.com/3d-models/ancient-pillars-7e5990c67d9e4cbcbd00dc9f87221462>

Tiles:

<https://ambientcg.com/view?id=Tiles138>

<https://ambientcg.com/view?id=PavingStones150>

Jungle Pillar:

<https://sketchfab.com/3d-models/old-jungle-tribal-pillar-e65f43f72c5942579015c208a3eccf3a#download>

Torches:

<https://sketchfab.com/3d-models/torch---torch-holder-973cb872b8554f34b3f91ba1d9608bc4>