

Creative Coding for Game Development: *Audio and UI implementation in FINAL BOSS*

Abstract

FINAL BOSS is a 2D game developed by a team of 4 students for the course 2D Game Engines. The game engine as well as the game code were all implemented in Java from scratch over the course of an entire semester.

My main goals for this final capstone project constituted creating a polished UI system and an interactive sound system for the game, with positional audio and live audio processing. These goals represented further explorations in my artistic and musical practice, especially building on my technical skills to integrate clear design and audio principles into a collaborative creative project.

