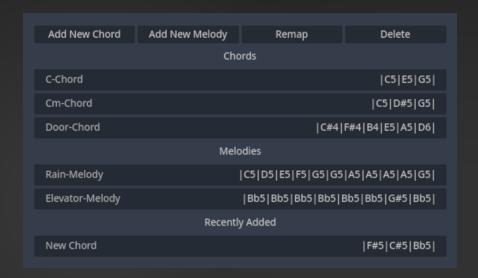# Gameplay Music Loop

A Godot Plugin by Julian Kalb and Jacob Dillmaier

Easily Integrate Melodies and Chords Into Code
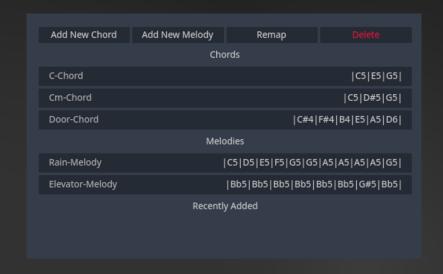
```
1    extends CharacterBody2D
2
3
4    const SPEED = 50.0
5    var DoorChord = false
6    var y
7
8  ∨ func _ready():
9        y = position.y
10
11 ∨ func _physics_process(delta):
12       move_and_slide()
13 ∨     if DoorChord == true:
14           velocity.y = -SPEED
15
16 ∨     if(MidiAnalyzer.get_played_chord() == "Door-Chord" || Input.is_key_pressed(KEY_D)):
17           DoorChord = true
```

Easily Save New Melodies and Chords

Add New Chord	Add New Melody	Remap	Delete
Chords			
C-Chord			|C5|E5|G5|
Cm-Chord			|C5|D#5|G5|
Door-Chord			|C#4|F#4|B4|E5|A5|D6|
Melodies			
Rain-Melody			|C5|D5|E5|F5|G5|G5|A5|A5|A5|A5|G5|
Elevator-Melody			|Bb5|Bb5|Bb5|Bb5|Bb5|Bb5|G#5|Bb5|
Recently Added			
New Chord			|F#5|C#5|Bb5|

Easily Delete Unwanted Melodies and Chords

Add New Chord	Add New Melody	Remap	Delete
Chords			
C-Chord			|C5|E5|G5|
Cm-Chord			|C5|D#5|G5|
Door-Chord			|C#4|F#4|B4|E5|A5|D6|
Melodies			
Rain-Melody			|C5|D5|E5|F5|G5|G5|A5|A5|A5|A5|G5|
Elevator-Melody			|Bb5|Bb5|Bb5|Bb5|Bb5|Bb5|G#5|Bb5|
Recently Added			

Control Your Game With Live Instruments!