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IGME 671.01

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Milestone 4 Update

* **Audio Update**
  + All of the sounds that I listed in my asset list are completed and implemented within the game. The audio is in what I would consider a rough draft state. While everything that I planned out is in the game, I would still like to do some more work on the ambience sounds. Also, the mixing/groups need some work for all sounds. These edits would likely occur within Unity (to make some sounds louder or softer depending on what else is playing, etcetera). Also, I decided to get rid of the pause menu ambience. After some discussion in the milestone 3 meeting, I concluded that the player would likely be in the pause menu for a few seconds at most. For this reason, I found it more work than it was worth to add another ambience sound for the pause menu. I just decided to leave the overall space ambience running while the pause menu is up.
* **Game Update**
  + I was not able to do much mechanics coding within the game, but that may be part of my next steps (should time permit). As discussed in my milestone 3 meeting, adding some parameterization to the ship movement could prove for more immersive sounds. For instance, I could try to add some kind of speed variable to the ship’s movement. The longer the ship is moving in a certain direction, the louder the noise of the engine gets (to a certain point). This is being done in a lesser degree in FMOD right now (volume automation). I could possibly add a timer to the game as well for a feasible parameterized sound. I may have more time to dive in with mechanics programming before the final submission due date once some of my other classes wrap up. We shall see.

I cannot think of any other updates to give at this moment. I will submit a build of the game alongside all other requirements for this milestone.