GitHub Repo Link: <https://github.com/txa7348/671-FinalProject/>

Things Done:

Still to Do:

* Fix Confirm sound (Higher pitch? At least do something)
* Possibly fix footsteps
* Update assets list with current descriptions
* Make title and dungeon music looping sections seamless & remove fade in/out
* Fix loop transition for boss music low health melody
* Fix footsteps to prevent getting too quiet/cut off
* Pause effects using SFX bus after winning or losing? (14.1a)
* Measure LUFS using Reaper and master (14.1c)