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

Over the course of this milestone, I have set up the rest of the project and started getting assets ready for production. The Unity, FMOD, and Reaper projects have all been added to the repository, and I have integrated FMOD with the Unity project. I worked toward creating the game’s interface sounds, which can currently be triggered in the game. Two of the sounds are menu pings that play when the player changes or confirms their selection in the menus. Once more sounds have been added to the game, I plan to revise these sounds to help them better match the rest of the game’s audio design. I also created the low-health sound for the player, plays a heartbeat sound once the player reaches half health. As the player’s health decreases further, the speed and volume of the heartbeats will increase. This sound currently has an issue where its volume spikes when it first starts, which I plan to work on for the next milestone. I’ve added links to the audio sources used in a file called “References” in the documentation folder of the repository. Moving forward, I plan to start working on the game’s various sound effects, starting with the effects related to the player and moving on to the effects for the enemies and boss.