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

Over the course of this milestone, I finished implementing the first versions of the sounds used in the game and began working on balancing and mastering. I completed the remaining sound effects, adding sounds for when each enemy type attacks, takes damage, and is defeated, as well as when the player wins or loses the game. I originally planned for all enemies to use the same “burst” sound effect when defeated, but I ended up making a unique death cry for each enemy type that sounds closer to its ‘damaged’ sound. I made this decision because the game doesn’t currently include death animations for enemies, so a “burst” sound wouldn’t match what was happening in game. Similarly, I edited the player’s ‘block’ effect to sound more magical instead of being a metal clinking sound. In the game, the player uses a magic scale instead of shield to block enemy projectiles, meaning the fire projectiles used by enemies wouldn’t make a metallic sound when being deflected. Once the sound effects were finished, I began working on the game’s music. The music currently implemented in the project is just a looped version of the downloaded sounds and has not been edited in Reaper or FMOD yet. I plan to edit the music next milestone and make it dynamic, but I wanted to add this temporary music to give a better sense of the game’s intended atmosphere. After adding all the main sounds, I worked to balance them and help them fit together better. I used the Live Connect feature of FMOD to raise and lower the volume of events while testing the game to help prevent sounds from being too loud or too quiet compared to the ones around them. I also added an effect to the ‘low health’ sound I made using an overriding snapshot. This allowed me to increasingly lower the volume of the music and sound effect groups as the player loses health. For the next milestone, I plan to finish creating the game’s music and allow it to change dynamically, instead of just looping through the entire track. I also plan to work on further balancing and mastering, as well as editing certain sounds to ensure they fit the game’s sound profile.