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

For this milestone, I finished creating the game’s sounds and attempted to fix several problems with the sounds I created during previous milestones. I started by editing the music for the title screen, win screen, game over screen, main level, and boss fight. For each music track, I split the track I had into several parts, then used FMOD to transition and loop between these parts to make the music more complex and better sounding for the player. For the boss music, I added a parameter for the boss’s health that allows the melody to change once the boss has reached half health. I also added a few entirely new sounds this milestone, including two new footstep sounds: one as a walking sound for the player and one as a transition for the player entering a new room.

I also fixed issues I had with several sounds I made previously. Many of the enemy ‘take damage’ and ‘defeat’ sounds didn’t sound as clean as they should have been, which I attempted to fix using various effects in Reaper. The panning was off for several of these sounds as well, which I fixed to make the sounds feel more central to the player. Additionally, since they were the first sounds I had made, the select and confirm sounds for the UI sounded very out of place compared to the rest of the game’s audio. I remade these sounds entirely using wooden clicks to make them more physical sounding, instead of electronic.

To make the game’s sounds feel more realistic, I also added random pitch modulation to most of the game’s sound effects. This helped the sounds for things like taking damage, defeating enemies, and attacking to feel more varied, instead of playing the same few sounds over and over. I also tried to change the game so certain sounds would become more apparent to the player. In the game, a room’s doors will unlock once its clear condition has been met. In most cases, this involves defeating all the enemies or pressing all the switches in a room. However, this caused a problem for the ‘door opening’ audio, since it played at same time as the ‘enemy death’ or ‘switch pressed’ audio and would often be drowned out. To fix this, I delayed the room unlocking by half a second so the sounds would not be missed, but they player would not be too inconvenienced by the wait. As I begin working on the final milestone, I plan to focus on mastering and balancing the game’s audio, as well as make any final adjustments to the game’s sounds.