Anthony LaRosa

Milestone 2

Unfortunately, I ran into several issues over the past week so I’m currently still in the process of asset creation. At this point, FMOD is integrated into Unity and I started creating events, buts I’m still in the early stages of asset creation and don’t have much to show in that regard.

Due to this, I’m currently planning to change how I’m approaching the creation of assets by assigning value to each part to focus on the main pieces. This will have the main group include all enemy sounds, weapon sounds, and ambience. The first stretch will focus on the notifications and pickups. And the final stretch will focus on player sounds and equipment noises.

Of course this also means I didn’t meet the requirements for this milestone but I wanted to take the chance to update you on what’s going on and promise that I’ll make some major improvements over the next week.