Anthony LaRosa

Milestone 4

At this point in the project, I still find myself a bit behind where I wanted to be, but I am making good progress. Currently we have the majority of the “core” sounds for the player and hoverbot. I’m still missing the shotgun and launcher sounds as well as the ambience that make up the entirety of the main sound set but there shouldn’t be too much more work getting those in. After that, I’ll be focusing on my second set which includes the UI, damage sounds, and some more minor things like hoverbot movement or the turret sounds.