ATET Project 4 Sprint 3

QUESTIONS COMPLETED

1. PART 1 : Persistence

Integrated SQLite into our project, you can find the necessary scripts inside the **SQLite folder** inside **src.** Used **DAD pattern** and added **Set and Get** functionalities. You can find all the queries you asked inside the **SQLManager.cpp** script file.

2. PART 2 : Audio & Scripting

Integrated **FMOD** into our project, you can find all the necessary scripts inside the **Sounds folder** inside **src**. **AudioManager.cpp** handles all the loading and playing audio functionalities. **AudioUtils.cpp** handles as a helper to debug. **AudioSource.cpp** loads and plays the desired audio.

Integrated **LUA** into our project, you can find all the necessary scripts inside the **Lua folder** inside **src**. **LuaHandler.cpp** registers all the functions and executes our desired .lua script. **LuaManager.cpp** handles all the desired functionalities and commands and handles the wrapper functions of our desired command. The manager handles 4 main wrapper functions. **LuaBeginCommand(), LuaEndCommand(), LuaSetCollisionTrigger(), LuaPlaySound()**. These 4 functions are necessary to play the audio on trigger. Lua begin and end commands are basically used to create a command group and add it to the **command group list**. And **luasetcollisiontrigger** and **luaplaysound** is used to check the trigger event and play the sound. You can find the lua script with the name **World.lua** for the commands.

The will be 2 sounds,

1. It is **background music**. It starts to play when you press play once the engine runs.
2. It is a **death sound effect**. It starts when the player gets hit by the trap.

In **Atet_Application.cpp at line no 41**. You can find this code

CommandManager::GetInstance().GetCommandGroupIndex(0)->isCollisionTrigger = true;

This is where I set the collision trigger for the background music.

In **PlayerController.cpp at line no 182**. You can find this code

CommandManager::GetInstance().GetCommandGroupIndex(1)->isCollisionTrig ger = true;

This is where i set the collision trigger for player death sound effect