Introduction:

Literature Review:

* Game audio History (hyper realism)
* Auditory Icons and Earcons
* Blind Games
* Locational sound design in FPP

Methodology:

* Versions
* Agile and Scrum
* User testing

Design:

* Key Features
* Designing the game world (How the audio creates the world)
* The lack of visual elements
* Focus on locational sound design

Implementation:

* What software and why (Unity, Wwise, Audacity, Alchemy)
* Code of interest (Interaction code, Following player for road and birds, Audio panning spherecast, Footsteps switchcase)
* Controlling Wwise (RTPC and States)
* Audio recorded and used and why

Evaluation:

* How the game performs
* User experience and feedback

Conclusion:

* Compare to key features and design section
* Aided self-learning in sound design and programming using library’s
* Vector3’s and Raycast