

Complex Game Audio System

Objectives:  
To design and implement one of more complex systems in an application demonstrating knowledge of the chosen complex system.

Create a scene that uses occlusion and reverberation to apply effects to multiple sounds.  
Using digital signal processing (DSP) create a system to detect “beats” and create a visualization from the gathered data, eg. Lighting, shader effects, etc.

Plan of Action:

* Make scene with sounds
* Add effects to sounds
* Create sound interactive geometry
* Add GUI interaction
* Retrieve and store information from sound playing
* Using stored data create a visualization

Conclusion:  
I believe the target I have set for myself is within reach for the amount of time we have available. While I could spend more time on making the visuals “better” or “prettier”, I think my time is better spent researching and learning FMOD and how best to use it the best I can. Learning FMOD will be the biggest time consumer in this assignment, as there are only limited tutorials and documentation available.

Ideally if I have enough time there would be more that I would like to do with the program. But at the same time, getting the sound occlusion and effects working smoothly is my main priority.

References:  
http://www.fmod.org/documentation/#content/generated/common/overview\_lowlevel.html