**Implementation**

**Dylan:**

* Footsteps
  + I used a raycast to detect which terrain the player was standing and sent the information to the “PlayFootstep()” function along with the walk type (walking, crouching & running) from the controller script. Then I put the “PlayFootstep()” function into another function called “SelectAndPlayFootstep()” which is called in animation events whenever the player’s feet touch the ground
* Leek Lady Dialogue
  + I just created a script that plays a OneShot when the player presses “E” at the beginning and end of the quest
* Sword Lady Dialogue
  + I just created a script that plays a OneShot when the player presses “E” at the beginning of the quest
* Emperor Dialogue
  + I just created a script that plays a OneShot when the player presses “E” at the end of the quest
* NPC Training & Breathing
  + The breathing is on a loop with a spatializer attached and the punches are on an animation event similar to the footsteps
* NPC Snoring
  + The snoring is on a loop with a spatializer attached
* Sound Recording
  + We all recorded some sounds using a foley
* Out of Area Sound
  + A low hum will play on loop when the player leaves the game area; this also has a spatializer attached as well as a pitch shifter so the hums aren;t too loud if they overlap