Emily Zeh

Milestone 2

This milestone was kind of a mess. I got the Button\_Click and Watering sounds finished to try implementing. I initialized FMOD correctly in Unity but had to start digging through documentation quickly to find out how to play a single sound effect through scripting. I did a lot of things to try and get it to work but nothing did. I know FMOD is working correctly because the sound played when I had Play Event set to Object Start, but setting it to Mouse Down and attaching the Event Transmitter to a button didn’t work either. I went through documentation and testing for over five hours and nothing worked.

On top of that, after hooking up FMOD, Git won’t let me push anymore. The error says “Failed to write chunk” which after looking it up appears to mean that I’m trying to push too much at once, but none of those fixes are working either.

For the next week, I’m going to see if I can find anyone that knows FMOD and Unity to try and fix the audio problems in the game. I want to have all the sound effects and potentially the ambient soundtrack done, but fixing the problem is going to have to take precedence. I have no idea how to even start fixing Git. Hope to see you in office hours!