Emily Zeh

Milestone 4

All of the sound effects in the game have been added and the volume parameters of the ‘action’ sounds change depending on how much of the ‘action’ needs to be performed. I have the majority of the assets that I will use in the ambience track selected and will create that this week. I am having some problems with the Midi items that I am planning on using, but if I haven’t figured out a fix for them I’ll ask on Thursday. Once I have the ambient track ready I will begin mixing the sounds.

\*\*\*I realized while testing the build that nothing tells you how to exit the game – press escape on any screen but the title screen to exit.