Emily Zeh

Milestone 5

This milestone I finished all of the sounds that I will use in the project. The scatterer sound that plays in the ambient track will decrease as the amount of ‘environment points’ goes down, to represent the wildlife dying off. Pressing escape will open the pause screen, and while paused the ambient track will decrease in volume using a snapshot. I also did basic mixing, and added the midi item/sounds that will play at the end if the game.

While the midi items are added, they are very glitchy at the end. In the final milestone I will do more mixing/mastering and fix the midi items.