

My name is Oscar Reguera and I was in charge of the audio for this project. My work has mostly been divided into two groups, coding and art.

Work log:

- Added all audio files used in the game.
- Implemented AudioSource component with a spatial effect for each audio channel.
- Added an introduction scene with an animated logo and an audio file panning from left to right.
- Added a scene for the main menu with:
 - An animated sprite of the main building from the game
 - Background music
 - New Game and Quit buttons with an audio effect
- Victory and Defeat scenes with custom backgrounds and animated sprites.
- Pause menu for the game with buttons to save and load, resume game, and main menu.
- Developed an initial version of the state machine that tracked progress from the tutorial to the victory and defeat screens and showed.
- Added initial Edge mines and enemy spawner positions in the game.
- Created EnemySuper sprite sheet.
- Temporal sprite sheets for melee and ranged enemies.
- Particles for unit and Tower shots.
- Mouse sprite.
- Game icon.
- Designed main HUD sprites.
- Designed UI sprites.
- Laboratory sprite sheet.
- In game currency sprite.
- Animations for buttons.
- Edition for the game trailer.
- General corrections on sprite misplacement within spritesheets