COMP-1871 REFLECTIVE LOG

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# Week 1

## Ambience

A computer screen shot of a room

Description automatically generated

After getting comfortable with the attenuation system, I discovered that audio game objects don’t have to strictly have to use spheres unlike in Unity. Using the box shape for the inner/outer radius attenuation settings, it helped me to prepare sounds related to ambience. When giving ambience to the engine room, I was able to fit the whole box radius into the room to make sure the player only hears those sounds when in that area.

## Game Analysis

Bomberman 64 was my chosen game because the limitations of audio in older game titles. When filling in the descriptions, I explained short summaries of the purposes for why those sounds were playing, as to show what they indicate towards the player.

## Challenges

Transferring from Unity to Unreal took a while to get familiar with. How both game engines approach sound are different. Instead of creating a audio source and applying a sound clip to it, Unreal Engine has each sound file contain their own properties. Once I started to understand how to use the tools Unreal Engine provides, I was then able to apply sound settings with ease.

A screenshot of a computer

Description automatically generated

This would also by my first time coding through event graphs. While it felt intimidating at first, the lab tasks helped me understand how to get specified audio clips to play when an event is called. Reading the name of the nodes and understanding the concept that instructions run through node whiles helped me figure out what to do with the PlaySound2D node.

The chosen gameplay of Bomberman 64 contained many sound queues happening all at the same time. This proved difficult to keep up with, however it allowed for more sounds to record in a short span of time.

# Week 2

# Week 3

# Week 4

# Week 5

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# References

**There are no sources in the current document.**

# Appendix A

Health pickup, Freesound.org, October 28th 2013, <https://freesound.org/people/juancamiloorjuela/sounds/204318/>

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