!!Important!! Open Wwise Launcher and connect the Wwise project with the UE project first, then build/generate soundbank. <u>Plugins folder and Wwise integration folders for UE are not pushed so if you open the UE project there will be errors!</u>

Both projects were done on Mac, but as I can see, there will be no problem with opening them on Pc if needed.
Please don't hesitate to send me a message if you have any problems.

Wise version: 2021.1.10.7883
Unreal Engine version: 5.0.3

Wwise project
This project for now uses just one soundbank called main_soundbank. There are 3 events made:

- Play_amb
- Play_car_engine
- Stop_car_engine

"Play_car_engine" is an event with a "carstart" sound and a blend container with "RPM" RTPC that controls volume and pitch of the engine sound and also a volume of the wind sound loop. There is also a gear switch trigger in between gear changes. "RPM" parameter goes from 1000 to 6000.

"Stop_car_engine" is an event that stops car_engine blend container and adds "carstop" sound at the end.

"Play_amb" is a blend container controlled by a "test_state". Day, night, rain and night_rain are the states. Through every state there is a city ambiance playing, but the volume and lowpass settings are different.
When the "rain_state" or "rain_night_state" is on there is a RTPC "rain_intensity" (0-100) that controls the volume and low-pass filter of the rain blend. When the parameter gets to 65-70 the thunder blend container is introduced.
When day_state is on, a container with two bird looped tracks is playing and also a random container with bird and silence.
Night state features crickets and a muffled city soundscape.
You can check the assets used in the folder structure: /01_wwise_project/Originals/SFX/

UE Project

There are 4 trigger containers on every corner of the level.
You will have to wait about 20 seconds to get to the full rain effect with thunder.

Some of the containers are triggering light rotation because I wanted to refresh my UE blueprint knowledge. I also added a trigger container that starts the engine and revs it until you are in the container. When you get out, it lowers the RPM parameter for about 8 seconds and turns the engine off. I did these just for fun. I am no expert in UE blueprints, as you can see, but I really enjoyed this task and would love to learn more. When I worked in UE, I mainly implemented the sounds in blueprints that are already designed.