The purpose of this project is to demonstrate an understanding of FMOD and its unity plugin.

All sound effects and music used in the project are taken from the FMOD GitHub or Freesound.org.

The player can move using the WASD keys.

To begin there is a faint wind sound effect playing at all times. The intensity of the wind is only small when indoors but when the player goes outside the volume increases through the use of a parameter. There is a gain effect within the FMOD that makes the transition from quiet to loud gradual.

Inside there are several coins the player can collect by touching them. As the player approaches the coins their Idle sound effect increases in volume through the use of the FMOD Studio Event Emitter. When collected the coins also emit an audible collect sound originating from the coins themselves as a 3D effect.

When three coins are collected the door opens with a motif that has added reverb in FMOD studio.

There is a music track that plays in the game during runtime. When indoors the track plays an electronic layer and when the player steps outside the track cross fades into the orchestral layer instead.