Milestone 2

The project has taken quite a shift from the initial proposal after I realized making a 3D platformer from scratch would be way too ambitious given how much time is left in the semester, so instead I decided to use the same basic idea but in 2D, building off the “Platformer Microgame” Unity template. Currently the game is unchanged from that template outside of the audio; in the near future I plan on updating it with new art assets and melee combat to keep it as close to the original proposal as possible, however for now I thought it would be better to get the audio in place first.

The game is fully linked with FMOD and has four sound events fully functional, being Jump, Coin, Landing, and Player Damage. Footsteps is also ready to go but I haven’t been able to find the place in the template’s code where the sound effect for them is loaded, so that should be up shortly once that is figured out. There are still about 18 more sounds I need to create for the project which I obviously need to get on top of extremely soon and plan to do in the coming days. While the content of the project is fairly slim as of writing, I’m confident I can beef things up pretty quickly, especially since I have quite a few art assts already made from another project that I can import fairly easily.