**The current state of my project Elastic-Rush in Milestone2:**

All the Sound effects, interface sounds, and ambience sounds are created, 2/3 pieces of music are finished.

Audios are all shaped in Reaper, and further implemented in FMOD. All the stuff in Reaper and FMOD seems going smoothly.

Most of the assets are coded in Unity but I found it really hard to add some of them, including the ambience sound of “Dangerous zone” as well as sound effect “Footsteps”.

As for the ambience one, the problem is the scale and the automation, I adjusted it several times but it still performs badly.

The footsteps are not playing in Unity. I don’t know how to write the right script to make it loop correctly. I have to deal with it next week.

I enjoy creating and shaping sounds but I have a bad time implementing those stuff into Unity. I need more help in coding.