**Final Project Documentation**

**Reaper:**

Adjust the dash sound into a high-pitch synthesized sounding, with a glissandi rising.

**FMOD:**

Added a low-pass filter with automation to the level theme music, parameterized with the speed of the level, starting from 1k Hz to 22k Hz, changing gradually over time.

Changed the Pause snapshot, making the UI soundings rise 3 db when the snapshot starts.

Made a little change in ambience parameter to let the volume goes more smoothly.

**Unity:**

Replaced all the *STOP\_MODE.IMMEDIATE* into

*STOP\_MODE.ALLOWFADEOUT* to let AHDSR release to process.

Added the UI soundings of select, confirm and cancel to the character selection screen.

**Gameplay video:**

Made a new record of gameplay, showing all the new stuff and in-game performance.