**New work done in Elastic Rush – Milestone 3**

Sound effects:

Footsteps performs badly in current multiplayer project, so I decide to remove it from game.

Added 3 new different one-shot weapon-pickup sound effects to make it clear when a player overlaps with the weapons.

Ambience:

The dangerous zone sound is too noisy and not nicely controlled. I replaced it with a new multi-event of 6 sounds, Warnings. It becomes milder, shorter and easy to control.

The ambience seems to be too thin, so I added two more scatter sounds. One is a loop of future city surroundings, the other is a sci-fi styled engine hovering sound. Again, some sorts of automations and modulations added.

Music:

New piece “Result screen music” composed. It’s a simple loop of 15 seconds, but more flavored in pan-changing than the other two pieces.

FMOD mixing:

Routing groups and VCAs added. Adjusted the volume of each group in the mixer window.

A snapshot called Pause created, used for in game pause screen to lower the volume of all the sound layers.

Unity:

Volume problem between scenes fixed. Music looping normally when changing among title, level and win panel. The ambience sounds stop when the win panel shows up.

New problem:

When implementing snapshot “Pause”, I found a new problem that the snapshot cannot be stopped by the code below:

EventInstance inGamePause =

FMODUnity.RuntimeManager.CreateInstance("snapshot:/Pause");

inGamePause.release();

I tried to fix it by creating a new snapshot called “Resume”, using the same way as calling the “Pause” snapshot, but it doesn’t work either. The volume won’t come back to normal whatever I add to the current code.