**Work notes in Elastic Rush – Milestone 4**

**Mastering:**

Adjusted all the loudness of audio assets to the standard of EBU R128 S1

All the short sound effects events and interface events are now about -18 LUFS; music events and ambience events are now about -23 LUFS.

Changed the frequency of the lower ones a little bit and made it less fatigue now. Hopefully struggled to make the loudness range wider.

**Workflow:**

The target platform is PC, so I found some reference games from the same platform with the similar genre.

* NS shaft
* Move or die
* Battlloon

Sound effects are at similar loudness levels.

**Integrating music:**

Tempo markers added.

Since the game is one-scene with multiplayer on the screen together, I find nowhere to add those horizontal resequencing features to the music event but I’ve learnt a lot from the video.

New layers would be done next week.

A new looping method of theme music added, as well as the AHDSR of title music and result screen music.

**Unity:**

Volume setting panel added on the title screen, using VCA to adjust the master volume, music volume and sound effects volume. The interface “confirm” sound will be played when the sound effects volume is changed.

**P.S.**

This game is made for PC but you have to use mouse and PS4/XBOX1 controller to play.

Click Settings to control the volume.

Click Play to the select character screen / start the game.

**For PS4 controller:**

Press O to join the battle, press △ to select the character

L1 for dash, R1 for weapon, left joystick to move, right joystick to aim.

**For XBOX1 controller:**

Press B to join the battle, press Y to select the character

LB for dash, RB for weapon, left joystick to move, right joystick to aim.

You can start with only one character, but this is for debugging, no winning condition.

Esc for Pause menu, but the snapshot “Pause” is broken, need fixing next week.