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

**Unity:**

The highlight of hover over added, making visual indicator changes as well as playing the UI sounds.

Interface sounds added on Pause menu and Win panel.

The snapshot of Pause fixed. As the feedback mentioned, I created the instance in Start, and changed the .release() into .stop(), then the method of unpausing code works.

Resume snapshot deleted.

FMOD:

Changed the scatterers in ambience sound to make min/max distance be 0, they are no longer 3D now.

A little bit volume adjustment.