Lost Seraphim - “Spellcasting Combat Game”

Audio Changelist

10/10/2024

#Implemented SFX for Menu UI in Main Menu BP; removed UIMenuSample event from Menu BP.

Implemented:

Menu\_Select

Menu\_Start

Menu\_Return

10/09/2024

**#New Events in Wwise & Unreal (soundbanks only) –**

Play\_Menu\_Hover

Play\_Menu\_Pause

Play\_Menu\_Select

Play\_Menu\_Start

09/26/2024

**#Implemented Trigger Boxes in Sound Zoo**

- Created 3 different Trigger boxes in Sound Zoo Level BP that will play Style Sample V1, V2 and Menu UI SFX when walked into.

09/25/2024

**#Implemented Menu UI SFX (Structure only), and Style Sample V2 into Sound Zoo**

- Created a Play “Style sample V2” event in Interactive Music Hierarchy and pulled AK event into Sound Zoo level so that it will play upon entering level

09/18/2024

**#Wwise + Unreal Integration**

- Integrated Wwise & Unreal

- Created a Play “Style sample” event in Interactive Music Hierarchy and pulled it to main level

- Create a Sample Menu UI SFX and added to Wwise Audio Folder