The goal of this project is to simulate the experiences presented in our audio story by providing audiences with an interactive game with the full incorporation of audio support from “Wwise”. Our original audio story is about a ship that journey into the sea and experiences a great storm and sea-monster attack that eventually sunk it into the depth of the ocean. In our game, we will be recreating this scenario by starting our player with a ship that is capable of travel through any obstacles presented to them. In this case, the sea monsters that will act as the only element in the game that can kill the player. Unlike the audio story where the sea monsters actively chases the ship with intentions to sink it, the sea monsters in this game will only appear to scare player’s controlling the ship to change directions. Thus comes the main goal where the ship controlled by the player has to reach the dock on the other end of the port safely without ever crushing with the sea monster hidden in the storm. We have kindly provided a simple progression interface that indicates whether the player is progressing toward the right direction. The time to complete the game is strictly calculated based on ship’s straight-line constant velocity and distance required to cover in order to reach the destination. With considerations that the players will have to maneuver the ships to avoid obstacles the time that takes to complete the actual game in reality can be slightly longer than two minute to reach hundred percent (goal).   
 Our strategy to create this interactive game is to provide players with a simple and visually appealing 3d environment that can bring out the greatest effect of Wwise audio tools. We first architect the structure of the game with several “Game States” that governs the events happening interactively inside the game. In addition, we established many well defined object classes that can handle events individually and if not with all other subjects moving inside the game. Wwise library tools are thus much easier to incorporate without any more hassles trying to find the right places to fit inside the script. We have well over 20 different types of audio sounds inside the game such as the ship moving with the waves, making turning sounds as control wheels rotate at the push of command buttons, an strong indicator of where the player is at (as the player approaches the end of the game the more obstacles will appear with corresponding sounds), and various non-linear status of the player’s surroundings (environments). Lastly, our two different endings (depends on whether the player reaches the other port or not) has different audio sounds that brings completely different feel of mood.   
 The challenges we have faced while working on this project revolved mainly on how to incorporate Wwise scripts into our scripts correctly. It took us a fair amount of time searching for examples and ways of correctly incorporating the sounds into the game starting from the integration steps to actually generating the audio files that is to play inside the game. One of the main problem we faced is how the volumes of the audios set inside Wwise can directly impact whether we can actually hear the sound inside Unity when running the game. it happens so that some audio’s may play correctly while the others will remain silent and as if not existing despite how they are coded exactly the same way. In addition, a problem that we faced is that in order to build the game correctly, we must copy all the audio bank files inside the Wwise generated directory to the Unity’s generated directory otherwise it will not work in the build version of the game. In order to solve most of these problems we have to references the Wwise documentation as well as some online videos on how to adjust each setting in order to make the game working as intended.

Our game has the intention to bring forth a well-defined audio story experiences with some interactive gameplay element. We hope you all will enjoy the intensity of the stormy ocean and the surrounding sea monsters that will most certainly trying to stop you from reaching the end goal.

NOTE:

1. You can locate our sound bank data at this location inside the Unity Game: Kuan\_Pana\_Project2\_Final\_Data\StreamingAssets\Audio\GeneratedSoundBanks
2. We are certain there are at least 20 Sounds incorporated at various places inside the Unity Game.
   1. Majority Inside the StormController script
   2. 1 audio in BatoSurlo
   3. 1 audio in each dock objects