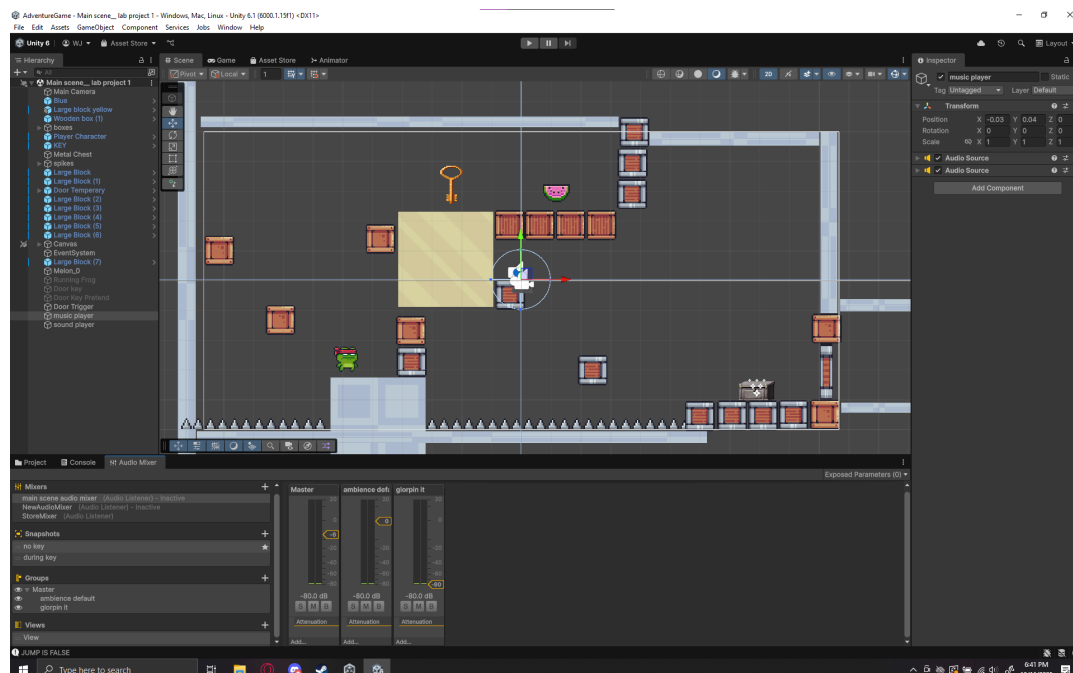
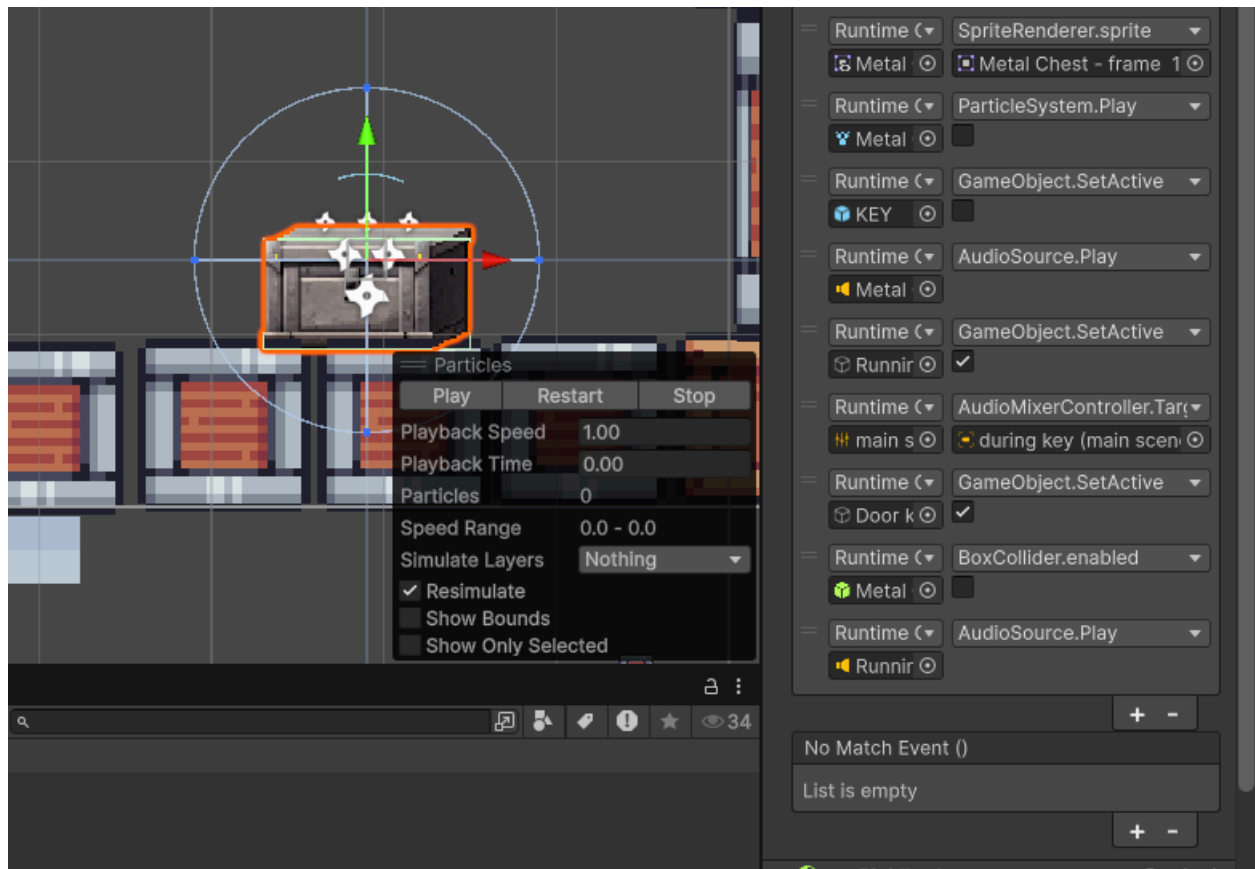


For this lab I added more sounds. The chest already made a sound so I left that one in. I added a sound when picking up one of the two keys, and a sound when the door opens. I also made use of an audio mixer so that I can swap the background music when the frog comes out of the chest. So it plays a track for his “encounter” if you will.



I also made voicelines for the frog that are triggered by opening the chest and collecting the door key, because those are the triggers that update his state already, so it made sense to also use them to trigger audio.



The song I used for the frog part is by Eddie Ewi.

Github link: <https://github.com/Squishitron/Essentials>