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| Date | Name | Description |  |
| 24th -27th Dec 2018 | Initial Set up of session and components with scripts | Created the initial Unity session with character controller and sound source actors, also added in trigger boxes that are user customisable for ease of use.  Made a good start on the scatter audio container, will make slimmed versions to make other audio container types later. This may confuse the trigger system as its based on finding a single type of component.  The location spoofing is all hand done with vector and random number in range math. This is pretty heavy on the computation but after I find a way to save data I may be able to bake in the different positions so that there is only so many randomisations occurring. |  |
| 30th – 31st  Dec 2018 | Setting up of saving system to aid in other systems development. | Finished off a lot of scatter functionality however to progress a saving and return data system must be made to help with computation efforts. Storing data and recalling it as a float array for audio seems to be the biggest issue to solve so that’s where the current issue lies.  Also started thinking about parameters. A few different ways to go about this however many cause issues in the selection process for the user. |  |
| 4th jan 2020 | Started working on the bake vs real time. | Started working on whether or not to have all effects baked into files and then interpolate between data, or whether to have effects in realtime affecting the signal with different parameters being fed from a random number generator. To interpolate between data at output there would have to be an entire rework of the output which is maybe not the direction of the project. Light weight audio fx scripts may be the way to do it, that with some modularity may keep the cpu demand down enough to be considered efficient. |  |
|  | 9th-10th jan 2020 | Started to investigate areas surround similar ideas as mine, searching online revealed very little however within the unity asset store there are some interesting projects that do slightly different things, for instance one is an audio sample editor and loop creator, made in C++ and added as a plugin type package. Others for specific projects allow some control over audio and trigger mechanisms. |  |
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