

**Re: EECS 448 Team 7 Custom Additions**

Boddi Reddy, Sushmitha <s871b370@ku.edu>

Wed 3/10/2021 9:26 AM

**To:** Ford, Andrew Scott <andrewf@ku.edu>

**Cc:** Semrick, Jet Mitchell <jet.semrick@ku.edu>; Korte, Davis A <d304k009@ku.edu>; Nordling, Joseph M <j822n038@ku.edu>; Johnson, David Orville <davidjohnson@ku.edu>; Spiegel, Isaac <ispiegel@ku.edu>; Niang-Trost, Tevin Terrel <tningtrost@ku.edu>

Hi Scott,

Sorry I've missed you email.

I liked your idea. You can go ahead.

I'll update you if there is anything we want you to add today end of the day. But you work on this.

Sushmitha-B.

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**From:** Ford, Andrew Scott <andrewf@ku.edu>

**Sent:** Wednesday, March 10, 2021 8:36 AM

**To:** Semrick, Jet Mitchell <jet.semrick@ku.edu>; Boddi Reddy, Sushmitha <s871b370@ku.edu>; Korte, Davis A <d304k009@ku.edu>; Spiegel, Isaac <ispiegel@ku.edu>; Nordling, Joseph M <j822n038@ku.edu>; Johnson, David Orville <davidjohnson@ku.edu>

**Subject:** RE: EECS 448 Team 7 Custom Additions

I am resending this email because we have not received a response.

Respectfully,

Andrew Ford

[Original Message]

Hi Sushmitha,

We determined what our custom additions are going to be for project and wanted to get approval from you before moving forward. The plan is to implement sound effects for a variety of events in the game. I listed the details below, let us know if you need anything more or have any questions. We are going to create voiceovers for each sound so we don't run into any copyright issues with taking sound files for the internet.

Sound effect for hit – "Hit"

Sound effect for a miss – "Miss"

Sound effect for a win – "Player X Wins!"

Sound effect for sink ship – "Sunk"

Sound effect for player turn – "Player X"

Best,

Jet

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3/12/2021

Mail - Korte, Davis A - Outlook

**Jet Semrick**

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