

SHEESH ENGINE				
TASKS			HOURS	Comments
PRIORITY	TASK - DESCRIPTION	ASSIGNEE	% DONE	
	01 - Audio System Implementation			
	Create an account and install the SDK		100%	
	Read the C++ introductory documentation		100%	
	Download the SDK, locate the .lib files and make sure you can start / stop the Wwise engine (there is a simplified DLL implementation available in wwise)		100%	
	Adapt Engine to work with Wwise		100%	
	For resources, we have to define a folder for Wwise to work under Assets/. When running the game we will just copy the whole folder to Library/		100%	
	Create audio Components: Listener and Source		100%	
	Add settings to each, mainly to Audio Source		100%	
	(50%) - Implement two backgrounds music tracks blend between each other in a loop		100%	
	(20%) - Static and moving gameobject (automatic or with keys) with spatial audio source		100%	
	(30%) - Tunnel effect in some area of the level that distorts the audio		0-10%	

PRIORITY MENU
HIGH
MEDIUM
LOW

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(^Solo para las tasks que no hemos acabado, en cuanto se completan le quitamos la prioridad)