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Milestone 3 Writeup

Currently our game is in a rather rough state with only a few sound effects currently implemented,one room with a movable character and animated doors. Winston is responsible for the visual side of the game, having gathered all of the textures and animating the animated parts of the game, and has designed a first draft of the game’s map design. Lucas is responsible for the functionality and coding of the game which also coincides with the integration of Wwise into Unity. Jacques is responsible for the Wwise product, and content creation in terms of audio. Joshua is responsible for the composition of music, and the acquisition of various audio assets. Overall we have met 3 times since the Project 2 being due in 3 to 4 hour sessions.

The Milestone goal for this week was to have a few rooms that a player could move to at the end of the time intervals. We also wanted to integrate a few sound files into the game such as footsteps, door noises, etc. Ultimately I think we met these goals and were able to get a good proof of concept prototype going. Independently the Unity and Wwise files are coming along great. The audio environment in the Wwise is going extremely well and many techniques that we have independently learned are being implemented into the Wwise project. With our understanding of the switch container, the blend container we will be able to make an extremely immersive audio experience for the player in the future. Similarly the coding in unity is going well with much of the functionality is seamlessly being implemented into the game. Visually the game is coming along well with many of the sprites and textures coming along just as was envisioned. Our biggest problem which has been a huge setback for us is the integration of these elements into Wwise. We are getting errors when it comes to integrating the soundbank into Wwise that has been completely preventing us from using Wwise with the game file. Despite multiple searches and troubleshooting the solution continues to elude us. These issues are primarily sprouting up because we are working on multiple computers which is leading to metadata problems between computers.