Yash Bagri

Milestone 5

**Progress:**

Sound implementation has been started and is halfway done. I have removed all the old audio. I got the emotions for the devs playing, the menu music, the game over music, and the game ambience implemented and almost all of it transitions properly. I have started the game music sound and it will be finished soon. I have implemented the parameter based on the devs stress level. Currently the ambience of the game will change from typing to talking as the devs gets more and more stressed. Mixing groups made in FMOD and separate banks for the audio.

**Still to do:**

I must finish the game bgm and implement it along with tying it to the same global parameter I have been using. I need to fix up audio closes as the game ambience does not end properly when transitioning to a game over. I need to implement the problem sounds along with restoring audio functionality to buttons like the mute button and the pause button. I need to mix the audio levels and add ASDRs to the looping audios. Add a compressor to the game ambience and bgm when a problem sound effect plays.

**Problems:**

Currently I have done a lot of brunt work on implementing the audio, all the sounds are almost fully implemented. I still have an issue where I cannot find where the interactable objects sounds are loaded and stored. There’s an interactable.cs code file but I can’t find any prefabs to where the audio is attached to it using ref:Scripts/[code path here]. I’m a bit worried I won’t be able to find and implement them with how odd the audio is programmed in this game. Currently the game ambience does not stop when I call my .stop() on them right now. I think this might be because I have not put an ASDR on them and will try that to see if the call works then. Mixing the audio is very tedious as I have to build the whole game to test anything and each build takes 2 minutes minimum. I’ll try my best with this. I have no idea how I can master this without being able to preview the game in unity.